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1.1 libjpeg 6b

1.1.1 Notifications :

This software is based in part on the work of the Independent JPEG Group.

1.1.2 Available under license :

The Independent JPEG Group's JPEG software

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README for release 6b of 27-Mar-1998

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This software is the work of Tom Lane, Philip Gladstone, Jim Boucher, Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi, Guido Vollbeding, Ge' Weijers, and other members of the Independent JPEG Group.

IJG is not affiliated with the official ISO JPEG standards committee.

DOCUMENTATION

ROADMAP

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This file contains the following sections:

- OVERVIEW General description of JPEG and the IJG software.
- LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
- REFERENCES Where to learn more about JPEG.
- ARCHIVE LOCATIONS Where to find newer versions of this software.
- RELATED SOFTWARE Other stuff you should get.
- FILE FORMAT WARS Software *not* to get.
- TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
 rdjpgcom, and wrjpgcom.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal
documentation:

libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW

=====

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images.

JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the

hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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LEGAL ISSUES

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright

by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES

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We

highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides

good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1 and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The

JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.)

In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still

Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department

C-Cube Microsystems, Inc.

1778 McCarthy Blvd.

Milpitas, CA 95035

phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at

<ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text

version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

ARCHIVE LOCATIONS

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The "official" archive site for this software is <ftp.uu.net> (Internet address 192.48.96.9). The most recent released version can always be found there in directory <graphics/jpeg>. This particular version will be archived as <ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz>. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only <ftp.uu.net> is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (<ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/>), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the <ftp.uu.net> release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups <comp.graphics.misc>, <news.answers>, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other <news.answers> archive sites, including the official <news.answers> archive at <rtfm.mit.edu>: <ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/>. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send <usenet/news.answers/jpeg-faq/part1>
send <usenet/news.answers/jpeg-faq/part2>

RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites,

notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>.

Unfortunately PBPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read.

(For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical

advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether

SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.2 javax-inject 1

1.2.1 Available under license :

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1.4 commons-configuration 1.8

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1.5 commons-collections 3.2.2

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1.7 httpcore-nio 4.4.5

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-->

</head>

<body>

<!-- Navigation -->

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<div class="container">

<div class="navbar-header">

<button class="navbar-toggle" type="button" data-toggle="collapse" data-target="#mainnav-collapse">

Toggle navigation

</button>

</div>

<div class="collapse navbar-collapse" id="mainnav-collapse">

<div style="line-height:20px; padding-top:5px; float:left">Home » Licenses</div>

<ul class="nav navbar-nav navbar-right">

<li class="dropdown">

About

<ul class="dropdown-menu"

role="menu">

Overview

Members

Process

Sponsorship

Glossary

FAQ

Contact

Projects

<li class="dropdown">

People

<ul class="dropdown-menu" role="menu">

Overview

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Get Involved <span

```

class="caret"></span></a>
  <ul class="dropdown-menu" role="menu">
    <li><a href="/foundation/getinvolved.html">Overview</a></li>
    <li><a href="http://community.apache.org/">Community Development</a></li>
      <li><a href="http://helpwanted.apache.org/">Help Wanted</a></li>
    <li><a href="http://www.apachecon.com/">ApacheCon</a></li>
  </ul>
</li>
  <li><a href="/dyn/closer.cgi">Download</a></li>
  <li class="dropdown">
    <a href="#" class="dropdown-toggle" data-toggle="dropdown">Support Apache <span
class="caret"></span></a>
    <ul class="dropdown-menu" role="menu">

      <li><a href="/foundation/sponsorship.html">Sponsorship</a></li>
      <li><a href="/foundation/contributing.html">Donations</a></li>
      <li><a href="/foundation/buy_stuff.html">Buy Stuff</a></li>
      <li><a href="/foundation/thanks.html">Thanks</a></li>
    </ul>
  </li>
</ul>
</div>
</div>
</nav>
</header>
<!-- / Navigation -->
<div class="container">
  <div class="row">
    <div class="col-md-6 col-sm-5 col-xs-12">
      
    </div>
    <div class="col-md-3 col-sm-3 col-xs-6">
      <a href="http://apache.org/foundation/contributing.html" title="Support Apache">
        
      </a>
    </div>
    <div class="col-md-3 col-sm-4 col-xs-6">
      <div class="input-group" style="margin-bottom: 5px;">
        <script>
(function() {
var cx = '005703438322411770421:5mgshgrgx2u';
var gcse = document.createElement('script');
gcse.type = 'text/javascript';
gcse.async = true;
gcse.src = (document.location.protocol == 'https:' ? 'https:' : 'http:') +
  '//cse.google.com/cse.js?cx=' + cx;
var s = document.getElementsByTagName('script')[0];

```

```

    s.parentNode.insertBefore(gcse, s);
  })();
</script>
  <gcse:searchbox-only></gcse:searchbox-only>
</div>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/governance/">The Apache Way</a>
  <a role="button" class="btn btn-block btn-default btn-xs"
href="https://community.apache.org/contributors/">Contribute</a>
  <a role="button" class="btn btn-block btn-default btn-xs" href="/foundation/thanks.html">ASF Sponsors</a>
</div>
</div>
</div>
<div class="container"><style type="text/css">
/* The following code is added by mdx_elementid.py
  It was originally lifted from http://subversion.apache.org/style/site.css */
/*
* Hide class="elementid-permalink",
  except when an enclosing heading
* has the :hover property.
*/
.headerlink, .elementid-permalink {
  visibility: hidden;
}
h2:hover > .headerlink, h3:hover > .headerlink, h1:hover > .headerlink, h6:hover > .headerlink, h4:hover >
.headerlink, h5:hover > .headerlink, dt:hover > .elementid-permalink { visibility: visible }</style>
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```

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```
<div class="codehilite"><pre>Copyright [yyyy] [name of copyright owner]
```

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```
</pre></div></div>
```

```
<!-- Footer -->
```

```
<footer class="bg-primary">
```

```
<div class="container">
```

```
<div class="row">
```

```
<br />
```

```
<div class="col-sm-1">
```

```
</div>
```

```
<div class="col-sm-2">
```

```
<h5 class="white">Community</h5>
```

```
<ul class="list-unstyled white" role="menu">
```

```
<li><a href="http://community.apache.org/">Overview</a></li>
```

```
<li><a href="/foundation/conferences.html">Conferences</a></li>
```

```
<li><a href="http://community.apache.org/gsoc.html">Summer of Code</a></li>
```

```
<li><a href="http://community.apache.org/newcomers/">Getting Started</a></li>
```

```
<li><a
```

```
href="/foundation/how-it-works.html">The Apache Way</a></li>
```

```
<li><a href="/travel/">Travel Assistance</a></li>
```

```
<li><a href="/foundation/getinvolved.html">Get Involved</a></li>
```

```
<li><a href="http://community.apache.org/newbiefaq.html">Community FAQ</a></li>
```

```
<li><a href="/memorials/">Memorials</a></li>
```

```
</ul>
```

```
</div>
```

```
<div class="col-sm-2">
```



```
<h5 class="white">Innovation</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="http://incubator.apache.org/">Incubator</a></li>
    <li><a href="http://labs.apache.org/">Labs</a></li>
    <li><a href="/licenses/">Licensing</a></li>
    <li><a href="/foundation/license-faq.html">Licensing FAQ</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Tech Operations</h5>
  <ul class="list-unstyled
white" role="menu">
    <li><a href="/dev/">Developer Information</a></li>
    <li><a href="/dev/infrastructure.html">Infrastructure</a></li>
    <li><a href="/security/">Security</a></li>
    <li><a href="http://status.apache.org">Status</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Press</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/press/">Overview</a></li>
    <li><a href="https://blogs.apache.org/">ASF News</a></li>
    <li><a href="https://blogs.apache.org/foundation/">Announcements</a></li>
    <li><a href="https://twitter.com/TheASF">Twitter Feed</a></li>
    <li><a href="/press/#contact">Contacts</a></li>
  </ul>
</div>
```

```
<div class="col-sm-2">
  <h5 class="white">Legal</h5>
  <ul class="list-unstyled white" role="menu">
    <li><a href="/legal/">Legal Affairs</a></li>
    <li><a
href="/licenses/">Licenses</a></li>
    <li><a href="/foundation/marks/">Trademark Policy</a></li>
    <li><a href="/foundation/records/">Public Records</a></li>
    <li><a href="/foundation/policies/privacy.html">Privacy Policy</a></li>
    <li><a href="/licenses/exports/">Export Information</a></li>
    <li><a href="/foundation/license-faq.html">License/Distribution FAQ</a></li>
    <li><a href="/foundation/contact.html">Contacts</a></li>
  </ul>
</div>
```

```

<div class="col-sm-1">
</div>

</div>
<hr class="col-lg-12 hr-white" />
<div class="row">
<div class="col-lg-12">
  <p class="text-center">Copyright &#169; 2017 The Apache Software Foundation, Licensed under the <a
class="white" href="http://www.apache.org/licenses/LICENSE-2.0">Apache License, Version 2.0</a>.</p>
  <p class="text-center">Apache and the Apache feather logo are trademarks of The Apache Software
Foundation.</p>
</div>
</div>
</div>

</footer>

<!--
 / Footer -->

<script src="/js/jquery-2.1.1.min.js"></script>
<script src="/js/bootstrap.js"></script>
</body>
</html>

```

1.8 jsch 0.1.54

1.8.1 Available under license :

JSch 0.0.* was released under the GNU LGPL license. Later, we have switched over to a BSD-style license.

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1.9 annotations 13.0

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 */
```

Found in path(s):

```
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/Identifier.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/Pattern.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/Language.java
*
/opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/PrintFormat.java
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-
jar/org/intellij/lang/annotations/RegExp.java
```

* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/intellij/lang/annotations/Subst.java

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Found in path(s):

* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/jetbrains/annotations/Contract.java

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*/

Found in path(s):

* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/jetbrains/annotations/Nls.java

* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-jar/org/jetbrains/annotations/Nullable.java

```
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/jetbrains/annotations/NonNls.java
```

```
*
```

```
/opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/jetbrains/annotations/PropertyKey.java
```

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```

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```
*/
```

Found in path(s):

```
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/jetbrains/annotations/TestOnly.java
```

```
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/intellij/lang/annotations/JdkConstants.java
```

```
* /opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/jetbrains/annotations/NotNull.java
```

```
*
```

```
/opt/cola/permits/173667507_1695324641.7896898/0/annotations-13-0-sources-  
jar/org/intellij/lang/annotations/MagicConstant.java
```

1.10 curl 7.60.0

1.10.1 Available under license :

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=====

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BoringSSL

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1.11 reflections 0.9.11

1.11.1 Available under license :

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Manifest-Version: 1.0

Bundle-Description: Reflections - a Java runtime metadata analysis

Bundle-License: <http://www.wtfpl.net/>, <http://www.opensource.org/licenses/bsd-license.html>

Bundle-SymbolicName: org.reflections

Archiver-Version: Plexus Archiver

Built-By: ron

Bnd-LastModified: 1490358733199

Bundle-ManifestVersion: 2

Import-Package: com.google.common.base;version="[20.0,21)",com.google.common.collect;version="[20.0,21)",com.google.common.io;version="[20.0,21)",com.google.common.util.concurrent;version="[20.0,21)",com.google.gson;resolution:=optional,javassist;version="[3.21,4)",javassist.bytecode;version="[3.21,4)",javassist.bytecode.annotation;version="[3.21,4)",javassist.expr;version="[3.21,4)",javax.annotation;version="[3.0,4)",javax.servlet;resolution:=optional,org.dom4j;resolution:=optional,org.dom4j.io;resolution:=optional,org.reflections,org.reflections.adapters,org.reflections.scanners,org.reflections.serializers,org.reflections.util,org.reflections.vfs,org.slf4j;version="[1.7,2)";resolution:=optional

Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.7))"

Tool: Bnd-3.2.0.201605172007

Export-Package: org.reflections;uses:="com.google.common.base,com.google.common.collect,javax.annotation,org.reflections.adapters,org.reflections.scanners,org.reflections.serializers,org.slf4j";version="0.9.11",org.reflections.adapters;uses:="javassist.bytecode,javax.annotation,org.reflections.vfs";version="0.9.11",org.reflections.scanners;uses:="com.google.common.base,com.google.common.collect,javax.annotation,org.reflections,org.reflections.adapters,org.reflections.vfs";version="0.9.11",org.reflections.serializers;uses:="org.reflections";version="0.9.11",org.reflections.util;uses:="com.google.common.base,javax.annotation,javax.servlet,org.reflections,org.reflections.adapters,org.reflections.scanners,org.reflections.serializers,org.slf4j";version="0.9.11",org.reflections.vfs;uses:="com.google.common.base,javax.annotation";version="0.9.11"

Bundle-Name: Reflections

Bundle-Version: 0.9.11

Created-By: Apache Maven Bundle Plugin

Build-Jdk: 1.8.0_101

Found in path(s):

* /opt/cola/permits/183118678_1695334482.2038553/0/reflections-0-9-11-jar/META-INF/MANIFEST.MF

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Found in path(s):

* /opt/cola/permits/183118678_1695334482.2038553/0/reflections-0-9-11-jar/META-INF/maven/org.reflections/reflections/pom.xml

1.12 failureaccess 1.0.1

1.13 commons-beanutils 1.9.4

1.13.1 Available under license :

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1.14 javax-ws-rs-api 2.1

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1.20 guice 4.0

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1.27 hamcrest 1.3

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1.28 jsr305 3.0.0

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1.30 jboss-logging 3.4.1.Final

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1.32 commons-codec 1.14

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1.33 slf4j 1.7.30

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1.44 args4j 2.32

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```

core/src/main/java/org/jctools/queues/atomic/SpscLinkedAtomicQueue.java

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*/

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipLast.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorToMultimap.java

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/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoOnRequest.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/CompositeSubscription.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/SubjectSubscriptionManager.java

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*

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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This package contains code that relies on sun.misc.Unsafe. Before using it you MUST assert UnsafeAccess.isUnsafeAvailable() == true

Much of the code in this package comes from or is inspired by the JCTools project:
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JCTools has now published artifacts (<https://github.com/JCTools/JCTools/issues/17>) so RxJava could add JCTools as a "shadow" dependency (<https://github.com/ReactiveX/RxJava/issues/1735>).

RxJava has a "zero dependency" policy for the core library, so if we do add it as a dependency, it won't be an externally visible dependency that results in a separate jar.

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaSingleExecutionHook.java
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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeCombineLatest.java

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* Original location: <https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/atomic/SpScAtomicArrayQueue.java>
*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/atomic/SpScAtomicArrayQueue.java

*

/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/atomic/SpScExactAtomicArrayQueue.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/Pow2.java

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*/

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====

This package "rx.internal.operators" is for internal implementation details and can change at any time.

It is excluded from the public Javadocs (<http://netflix.github.io/RxJava/javadoc/>) and should not be relied upon by any code.

In short, changes to public signatures of these classes will not be accounted for in the versioning

of RxJava.

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/README.md

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/**

* This plugin class provides 2 ways to customize { @link Scheduler } functionality

* 1. You may redefine entire schedulers, if you so choose. To do so, override

* the 3 methods that return Scheduler (io(), computation(), newThread()).

* 2. You may wrap/decorate an { @link Action0 }, before it is handed off to a Scheduler. The system-

* supplied Schedulers (Schedulers.ioScheduler, Schedulers.computationScheduler,

* Scheduler.newThreadScheduler) all use this hook, so it's a convenient way to

* modify Scheduler functionality without redefining Schedulers wholesale.

*

* Also, when redefining Schedulers, you are free to use/not use the onSchedule decoration hook.

* <p>

* See { @link RxJavaPlugins } or the RxJava GitHub Wiki for information on configuring plugins:

* https://github.com/ReactiveX/RxJava/wiki/Plugins.

*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/plugins/RxJavaSchedulersHook.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/ExceptionsUtils.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeConcatMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribePublishMulticast.java

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jar/rx/internal/util/BlockingUtils.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/singles/BlockingSingle.java

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*/
```

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
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jar/rx/internal/producers/ProducerArbiter.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/producers/SingleDelayedProducer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/producers/QueuedProducer.java
*
```

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/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/producers/ProducerObserverArbiter.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/producers/SingleProducer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
```

jar/rx/internal/producers/QueuedValueProducer.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

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[core/src/main/java/org/jctools/queues/SpSCArrayQueue.java](https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/SpSCArrayQueue.java)

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* Originally from <https://code.google.com/p/guava->

[libraries/source/browse/guava/src/com/google/common/annotations/Beta.java](https://code.google.com/p/guava-)

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- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func0.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeLast.java
- *
- /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorElementAt.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeoutBase.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/TestSubscriber.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/Observers.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/SerialSubscription.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/NotificationLite.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorIgnoreElements.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func5.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMapNotification.java
- *
- /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnBackpressureBuffer.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorToFuture.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeRedo.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorIterable.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipWhile.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnBackpressureDrop.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/TakeLastQueueProducer.java
- *
- /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action5.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMergeIterable.java
- * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

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jar/rx/internal/operators/CompletableOnSubscribeMergeDelayErrorArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subscriptions/MultipleAssignmentSubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CachedObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDoOnEach.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSkip.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/plugins/RxJavaObservableExecutionHook.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/exceptions/OnErrorNotImplementedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorDematerialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Producer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/ActionN.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSequenceEqual.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorToObservableSortedList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorTakeLastTimed.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func8.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/observables/SyncOnSubscribe.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func4.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/package-info.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/BackpressureDrainManager.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Subscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/ImmediateScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/TestScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/ScalarSynchronousObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorTimeout.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func9.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action3.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeFromIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorObserveOn.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/BooleanSubscription.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/FuncN.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observables/ConnectableObservable.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/TestObserver.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnErrorThrowable.java
 *
 /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subscriptions/RefCountSubscription.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeConcatArray.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observables/GroupedObservable.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/TestSubject.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/SubscriptionList.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action1.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/BehaviorSubject.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/Stamped.java
 *
 /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAll.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/IndexedRingBuffer.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/schedulers/EventLoopsScheduler.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeUsing.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnCompletedFailedException.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/UnsubscribeFailedException.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Completable.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/Subscribers.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTake.java
 *
 /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorThrottleFirst.java
 * /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorAny.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func7.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/exceptions/OnErrorFailedException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorCast.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorReplay.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntil.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action9.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSubscribeOn.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeWhile.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeJoin.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeConcatIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorLatest.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDelay.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action7.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/BlockingOperatorToIterator.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeAmb.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action4.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnErrorResumeNextViaFunction.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func2.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorScan.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMerge.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func1.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action0.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeMerge.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimestamp.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorZipIterable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action2.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func3.java


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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/observers/SafeSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/BlockingOperatorNext.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/subjects/Subject.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CompletableOnSubscribeTimeout.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/schedulers/GenericScheduledExecutorService.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorToMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorUnsubscribeOn.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subscriptions/Subscriptions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorToObservableList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/CompletableOnSubscribeMergeArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeGroupJoin.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/plugins/RxJavaObservableExecutionHookDefault.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorFilter.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/TimeInterval.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/package-
info.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Observer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/exceptions/Exceptions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeFromArray.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/plugins/RxJavaErrorHandler.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/BlockingOperatorMostRecent.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subjects/SerializedSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeToObservableFuture.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-

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jar/rx/internal/operators/OperatorGroupBy.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/observers/SerializedSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeAutoConnect.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/exceptions/CompositeException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/plugins/RxJavaPlugins.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/UnicastSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorMaterialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Notification.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorTimeInterval.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/RxRingBuffer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeRange.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/exceptions/MissingBackpressureException.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Subscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/NewThreadScheduler.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorAsObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/functions/Functions.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OnSubscribeDefer.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/util/LinkedList.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subjects/AsyncSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/BufferUntilSubscriber.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/schedulers/Schedulers.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subjects/ReplaySubject.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/subjects/PublishSubject.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-
jar/rx/internal/operators/OperatorSingle.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Function.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action8.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTimeoutWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorZip.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSerialize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/observers/SerializedObserver.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeUntilPredicate.java
*

/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Func6.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/CompletableOnSubscribeConcat.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/functions/Action6.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/Scheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/SleepingAction.java

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* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/schedulers/ExecutorScheduler.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeDelaySubscription.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSwitch.java
*

/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/atomic/SpscLinkedListArrayQueue.java

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDelayWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithStartEndObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/RxThreadFactory.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDistinct.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeTimerPeriodically.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeTimerOnce.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/schedulers/NewThreadWorker.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMapPair.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDebounceWithTime.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeRefCount.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/FrontPadding.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithStartEndObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithSize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSampleWithObservable.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorEagerConcatMap.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorTakeTimed.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithSingleObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDistinctUntilChanged.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/schedulers/ScheduledAction.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithTime.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorPublish.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSampleWithTime.java
*

/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithTime.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDebounceWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipTimed.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWithLatestFrom.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithObservableFactory.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorOnBackpressureLatest.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorWindowWithObservable.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorRetryWithPredicate.java
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/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorSkipUntil.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorBufferWithSize.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/PlatformDependent.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/SynchronizedQueue.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeDelaySubscriptionWithSelector.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorDoAfterTerminate.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OperatorMulticast.java
*
/opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/operators/OnSubscribeDelaySubscriptionOther.java
* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/RxJavaPluginUtils.java

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* Original location: <https://github.com/JCTools/JCTools/blob/master/jctools-core/src/main/java/org/jctools/queues/SpscLinkedQueue.java>
*/

Found in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/SpscLinkedQueue.java

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*/

Found

in path(s):

* /opt/ws_local/PERMITS_SQL/1041687962_1591242739.53/0/rxjava-1-1-2-sources-jar/rx/internal/util/unsafe/UnsafeAccess.java

1.46 feign-core 8.15.1

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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Types.java
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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/SynchronousMethodHandler.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/InvocationHandlerFactory.java
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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Param.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/QueryParam.java
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* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/Decoder.java
* /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-
jar/feign/codec/Encoder.java
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- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/RequestTemplate.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/auth/BasicAuthRequestInterceptor.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/RetryableException.java
- *
- /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/ReflectiveFeign.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/codec/ErrorDecoder.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Logger.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Request.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/codec/EncodeException.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/codec/StringDecoder.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Retryer.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/codec/DecodeException.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Util.java
- *
- /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/auth/Base64.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/FeignException.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Client.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/MethodMetadata.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Response.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Feign.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/RequestInterceptor.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Contract.java
- * /opt/ws_local/PERMITS_SQL/1041687624_1590960580.15/0/feign-core-8-15-1-sources-jar/feign/Target.java

1.47 feign-jackson 8.15.1

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* /opt/ws_local/PERMITS_SQL/1041687872_1590954410.55/0/feign-jackson-8-15-1-sources-
jar/feign/jackson/JacksonDecoder.java
* /opt/ws_local/PERMITS_SQL/1041687872_1590954410.55/0/feign-jackson-8-15-1-sources-
jar/feign/jackson/JacksonEncoder.java
```

1.48 guice-multibindings 4.2.3

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- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/Datatypes.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/RegExp.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/State.java
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- /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/AutomatonProvider.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/TransitionComparator.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/MinimizationOperations.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/BasicOperations.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/Transition.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/StatePair.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/RunAutomaton.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/SpecialOperations.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/BasicAutomata.java
- *
- /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-jar/dk/brics/automaton/DatatypesAutomatonProvider.java
- * /opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-

jar/dk/brics/automaton/Automaton.java

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```
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 * dk.brics.automaton - AutomatonMatcher
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```
*/opt/cola/permits/1135840548_1613612864.41/0/automaton-1-11-8-sources-3-
jar/dk/brics/automaton/AutomatonMatcher.java
```

1.57 httpcomponents-core 4.4.13

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1.58 commons-lang3 2.6

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/**

* Creates a new {@link AnalyzerAdapter}. *Subclasses must not use this
* constructor*. Instead, they must use the
* {@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}

```

* version.
*
* @param owner
*
    the owner's class name.
* @param access
*     the method's access flags (see { @link Opcodes }).
* @param name
*     the method's name.
* @param desc
*     the method's descriptor (see { @link Type Type }).
* @param mv
*     the method visitor to which this adapter delegates calls. May
*     be <tt>null</tt>.
* @throws IllegalStateException
*     If a subclass calls this constructor.
*/

```

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```

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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/**

* Creates a new { @link GeneratorAdapter}. *<i>Subclasses must not use this
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* { @link #GeneratorAdapter(int, MethodVisitor, int, String, String)}
* version.*

*

* @param mv

* the

method visitor to which this adapter delegates calls.

* @param access

* the method's access flags (see { @link Opcodes}).

* @param name

* the method's name.

* @param desc

* the method's descriptor (see { @link Type Type}).

* @throws IllegalStateException

* If a subclass calls this constructor.

*/

Found in path(s):

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
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```

```
*/
```

```
/**
```

```
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
```

```
 *
```

```
 * @param typeRef
 *       a reference to the annotated type. See {@link TypeReference}.
```

```
 * @param typePath
 *       the path to the annotated type argument, wildcard bound, array
 *       element type, or static inner type within 'typeRef'. May be
 *       <tt>null</tt> if the annotation targets 'typeRef' as a whole.
```

```
 * @param start
 *       the first instructions corresponding to the continuous ranges
 *       that make the scope of this local variable (inclusive).
```

```
 * @param end
 *       the last instructions corresponding to the continuous ranges
 *       that make the scope of this local variable (exclusive). This
 *       array must have the same size as the 'start' array.
```

```
 * @param index
 *       the local variable's index in each range. This array must have
 *       the same size as the 'start' array.
```

```
 * @param desc
 *       the class descriptor of
```

```
the annotation class.
```

```
*/
```

Found in path(s):

```
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 * jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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*/

/**

* Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.

*

* @param mv
 *

the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>>null</code> for none).

* @param access
 * the method's access flags (see { @link Opcodes}). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.

* @param name
 * the method's name.

* @param desc
 * the method's descriptor (see { @link Type}).

* @param signature
 * the method's signature. May be <tt>null</tt>.

* @param exceptions

```
* the internal names of the method's exception classes (see
* {@link Type#getInternalName() getInternalName}). May be
* <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/
```

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```
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/JSRInlinerAdapter.java
```

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```
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```

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- * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/package.html
- * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/package.html
- * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
- jar/org/objectweb/asm/signature/package.html
- *
- /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
- jar/org/objectweb/asm/tree/analysis/package.html
- * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
- jar/org/objectweb/asm/commons/package.html

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*/

/**

* Constructs a new {@link ClassNode}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the {@link #ClassNode(int)}
* version.

*

* @throws IllegalStateException

* If a subclass calls this constructor.

*/

Found in path(s):

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/ClassNode.java

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/**

* Constructs a new {@link Textifier}. *Subclasses must not use this
* constructor*. Instead, they must use the {@link #Textifier(int)}
* version.

*

* @throws IllegalStateException

* If a subclass calls this constructor.

*/

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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXAdapter.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXCodeAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXFieldAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java

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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/Value.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Label.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Item.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/StaticInitMerger.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/MethodConstantsCollector.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/RemappingMethodAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/Frame.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/MethodVisitor.java

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/BasicValue.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/ClassVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/ClassWriter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/Remapper.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/VarInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/AnnotationNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceMethodVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Edge.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/Method.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/MethodNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/signature/SignatureWriter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/LocalVariableNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/LookupSwitchInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/BasicVerifier.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/FrameNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Frame.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/ParameterNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/InnerClassNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/ClassReader.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/ByteVector.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-

jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/RemappingClassAdapter.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/JarOptimizer.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/signature/SignatureReader.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/Shrinker.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/MethodInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/util/TraceAnnotationVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/TryCatchBlockNode.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/LabelNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Context.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/Interpreter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/Constant.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/SourceValue.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/MethodWriter.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/IntInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Type.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/InsnList.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/InsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/util/CheckClassAdapter.java

* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Handler.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/CheckFieldAdapter.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/Analyzer.java
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 /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/FieldVisitor.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/FieldNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/LdcInsnNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/LineNumberNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/SerialVersionUIDAdder.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceSignatureVisitor.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/AnnotationWriter.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/TraceClassVisitor.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/CheckAnnotationAdapter.java
 *
 /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/SimpleRemapper.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/ConstantPool.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/signature/SignatureVisitor.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/AbstractInsnNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
 *
 /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/commons/CodeSizeEvaluator.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/analysis/BasicInterpreter.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/tree/InsnNode.java
 * /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-


```
jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/FieldWriter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Handle.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/RemappingSignatureAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/AdviceAdapter.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Attribute.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/Opcodes.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/ASMifier.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/util/Printer.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/NameMapping.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/RemappingAnnotationAdapter.java
*
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/FieldInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/tree/JumpInsnNode.java
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/commons/InstructionAdapter.java
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* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-
jar/org/objectweb/asm/optimizer/shrink.properties
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-
writer.properties
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-
resize.properties
```

```
*  
/opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
signatures.properties  
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
annotations.properties  
* /opt/cola/permits/1135840046_1613613019.19/0/asm-5-0-3-sources-7-jar/org/objectweb/asm/optimizer/shrink-  
frames.properties
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1.61 commons-logging 1.2

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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogConfigurationException.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java

*

/opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk13LumberjackLogger.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/SimpleLog.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Jdk14Logger.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogSource.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java

* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/Log.java

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1.62 classmate 1.3.4

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Java ClassMate library was originally written by Tatu Saloranta (tatu.saloranta@iki.fi)

Other developers who have contributed code are:

- * Brian Langel

1.63 isorelax 20090621

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* @(#) \$Id: IgnoredSchema.java,v 1.5 2003/05/30 23:46:32 kkawa Exp \$

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* /opt/cola/permits/1135864262_1613618257.27/0/isorelax-20090621-sources-1-jar/org/iso_relax/dispatcher/impl/DispatcherImpl.java

1.64 stax 4.2.1

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1.65 commons-validator 1.7

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1.66 jul-to-slf4j 1.7.30

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jar/org/slf4j/bridge/SLF4JBridgeHandler.java

1.67 javassist 3.25.0-GA

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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/web/Viewer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtPrimitiveType.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/MethodInfo.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/AccessorMaker.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/Lex.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/ByteArrayClassPath.java

* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Symbol.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Pair.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LocalVariableTypeAttribute.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/MultiArrayType.java
 *
 /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/JvstTypeChecker.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CondExpr.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformReadField.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/DefineClassHelper.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/AppletServer.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/MethodCall.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/stackmap/MapMaker.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/StackMapTable.java
 *
 /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/Loader.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Visitor.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/ProxyObjectOutputStream.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/Javac.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CodeConverter.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ByteArray.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/Translator.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/ClassMetaobject.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AccessFlag.java
 *
 /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/ASTree.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/StackMap.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Metalevel.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/NotFoundException.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-

jar/javassist/compiler/ast/Variable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/ASTList.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/ClassFilePrinter.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/AssignExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassClassPath.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Expr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/ConstPool.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/util/proxy/ProxyFactory.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/MethodDecl.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/InnerClassesAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/TokenId.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/MemberResolver.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtClassType.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewMethod.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewConstructor.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/Proxy.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/LoaderClassPath.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/StringL.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-

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jar/javassist/bytecode/Descriptor.java
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jar/javassist/tools/reflect/Metaobject.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/CodeGen.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/ArrayInit.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/analysis/Frame.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/FieldInfo.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/AnnotationImpl.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewClass.java
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*
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jar/javassist/compiler/NoFieldException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtMember.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/expr/ConstructorCall.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/scopedpool/SoftValueHashMap.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/ParameterAnnotationsAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/DotClass.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/analysis/IntQueue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassPool.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/URLClassPath.java
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jar/javassist/bytecode/SyntheticAttribute.java
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jar/javassist/compiler/ProceedHandler.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/convert/TransformNew.java

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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformAccessArrayField.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/AttributeInfo.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/Subroutine.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtField.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/DefinePackageHelper.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/LineNumberAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/Expr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ClassFile.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/Modifier.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/SyntaxError.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/framedump.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ByteStream.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformFieldAccess.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/web/BadHttpRequest.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/RemoteException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/stackmap/BasicBlock.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformCall.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/SignatureAttribute.java
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/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/Callback.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformBefore.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Cflow.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/BadBytecode.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-

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jar/javassist/bytecode/stackmap/TypeData.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/ExceptionsAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/AnnotationsAttribute.java
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/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/DuplicateMemberException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/NestHostAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/scopedpool/ScopedClassPool.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassPoolTail.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassPath.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/convert/TransformNewClass.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/SourceFileAttribute.java
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jar/javassist/util/proxy/SecurityActions.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/TypeChecker.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/ClassMap.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/web/Webserver.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtMethod.java
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jar/javassist/bytecode/ClassFileWriter.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/reflect/Sample.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewArray.java

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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Reflection.java
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/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/ObjectImporter.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/Transformer.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotInvokeException.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/MultiType.java
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/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedConstructor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/FactoryHelper.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/NewExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtConstructor.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/CastExpr.java
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 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/StubGenerator.java
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 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtNewWrappedMethod.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/util/proxy/ProxyObjectInputStream.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/KeywordTable.java
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 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotReflectException.java
 * /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-


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jar/javassist/compiler/ast/CallExpr.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/Dump.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/CodeIterator.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Instanceof.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/AnnotationDefaultAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/scopedpool/ScopedClassPoolFactory.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/Opcode.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/tools/reflect/Loader.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Handler.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtClass.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/compiler/ast/InstanceOfExpr.java
*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/SerialVersionUID.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/FieldAccess.java
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```

```
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Found in path(s):

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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
jar/javassist/bytecode/annotation/ByteMemberValue.java
*
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/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/FloatMemberValue.java
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*
/opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/annotation/DoubleMemberValue.java

1.68 httpcomponents-core 4.4.14

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1.69 commons-logging 1.1.3

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~ Jakarta Bean Validation API

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1.72 jaxb-core 2.3.3

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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Frame.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/SignatureAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Sample.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtArray.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/analysis/Executor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ByteArrayClassPath.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/ProxyObject.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/Instanceof.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/Metalevel.java

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*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/Dump.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/CodeAnalyzer.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformAfter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/scopedpool/ScopedClassPool.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Stmnt.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/rmi/ObjectNotFoundException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/CodeIterator.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/StackMap.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/web/Viewer.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/MemberResolver.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformWriteField.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtPrimitiveType.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/LongVector.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformFieldAccess.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/runtime/Inner.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/SyntaxError.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/web/BadHttpRequest.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/Bytecode.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/AnnotationImpl.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformNewClass.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtConstructor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/analysis/Analyzer.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/Parser.java

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*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/Loader.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/CastExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/analysis/ControlFlow.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/convert/TransformNew.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/AnnotationsWriter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Keyword.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/CtNewConstructor.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/URLClassPath.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/ParameterAnnotationsAttribute.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/NewArray.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/TokenId.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/Loader.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/InnerClassesAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtClass.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/scopedpool/SoftValueHashMap.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassPool.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassPoolTail.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/rmi/RemoteRef.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/MethodInfo.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/util/proxy/Proxy.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/EnclosingMethodAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/CtNewNestedClass.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/stackmap/TypeData.java
*

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/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/BadBytecode.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/compiler/ast/BinExpr.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/tools/rmi/AppletServer.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/bytecode/Opcode.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/AccessFlag.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/compiler/ast/DoubleConst.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/scopedpool/ScopedClassPoolFactoryImpl.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/util/proxy/SerializedProxy.java
 *
 /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/ExceptionTable.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/scopedpool/ScopedClassPoolFactory.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/compiler/ast/FieldDecl.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/ClassFilePrinter.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/rmi/Proxy.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtField.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/compiler/ast/ASTree.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/runtime/Cflow.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/AnnotationDefaultAttribute.java
 *
 /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/compiler/ast/StringL.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/LoaderClassPath.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/LineNumberAttribute.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassMap.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/analysis/SubroutineScanner.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/Lex.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CodeConverter.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/bytecode/ExceptionsAttribute.java
 *
 /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
 jar/javassist/util/proxy/RuntimeSupport.java
 * /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-

jar/javassist/bytecode/LocalVariableTypeAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/DuplicateMemberException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/runtime/DotClass.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/analysis/Util.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/LocalVariableAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/CondExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/FieldAccess.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/CodeAttribute.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/Translator.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/util/proxy/MethodFilter.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/JvstTypeChecker.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Expr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/CannotCreateException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/AnnotationsAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Member.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/CtNewWrappedConstructor.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/framedump.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/SourceFileAttribute.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/SerialVersionUID.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtNewClass.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/Reflection.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/annotation/NoSuchClassError.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/Callback.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/TypeChecker.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/CannotReflectException.java

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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/expr/MethodCall.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/AttributeInfo.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/expr/ConstructorCall.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Variable.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/AccessorMaker.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/Modifier.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/Declarator.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/util/proxy/FactoryHelper.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/web/Webserver.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/stackmap/BasicBlock.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/scopedpool/ScopedClassPoolRepositoryImpl.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/ClassFile.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/CannotCompileException.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/SyntheticAttribute.java
*
/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/JvstCodeGen.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/AssignExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/CtNewMethod.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/ClassClassPath.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/ByteStream.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/compiler/ast/ASTList.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/util/proxy/MethodHandler.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-
jar/javassist/bytecode/FieldInfo.java
*

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/opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/compiler/ast/NewExpr.java
* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/convert/Transformer.java
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* /opt/cola/permits/1135902035_1613627706.92/0/javassist-3-21-0-ga-sources-5-jar/javassist/tools/reflect/ClassMetaobject.java
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1.75 checker-qual 3.1.0

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1.76 joda-time 2.8.1

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1.77 javax-ws-rs-api 2.0.1

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1.84 commons-lang3 3.12.0

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1.85 jta 1.2

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```
*/opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/JtaService.java
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```
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-  
jar/org/atteo/moonshine/jta/TransactionalInterceptor.java  
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transaction.java  
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/Transactional.java  
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```
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-  
jar/org/atteo/moonshine/jta/JtaDataSourceWrapper.java  
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-  
jar/org/atteo/moonshine/jta/JtaConnectionFactoryWrapper.java  
* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-  
jar/org/atteo/moonshine/jta/TransactionalService.java  
*  
/opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/PoolOptions.java  
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* /opt/cola/permits/1163971045_1620934068.48/0/jta-1-2-sources-4-jar/org/atteo/moonshine/jta/TransactionalFilter.java

1.86 activation-api 1.2.0

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1.92 junit 4.13.2

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1.102 xsdlib 2013.6.1

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-
jar/com/sun/msv/datatype/regexp/ParserForXMLSchema.java
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-
jar/com/sun/msv/datatype/regexp/RegexParser.java

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jar/com/sun/msv/datatype/regexp/RangeToken.java

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* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_ja.properties

* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/message_fr.properties

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- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/BMPattern.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/RegularExpression.java
- *
/opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Op.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/ParseException.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Match.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/REUtil.java
- * /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-jar/com/sun/msv/datatype/regexp/Token.java

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jar/com/sun/msv/datatype/xsd/Messages.properties
* /opt/cola/permits/1257217844_1642790354.82/0/xsdlb-2013-6-1-sources-
jar/com/sun/msv/datatype/xsd/Messages_ja.properties

1.103 dom 1.0

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jar/org/w3c/dom/html/HTMLDOMImplementation.java

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jar/org/apache/xerces/dom3/as/ElementEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASObject.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/CharacterDataEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASAttributeDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASNamedObjectMap.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASContentModel.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASWriter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DocumentEditAS.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/ASObjectList.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASBuilder.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/DOMASException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom3/as/NodeEditAS.java
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```
*/
/**
 * Checks if this content model has had its min/maxOccurs values reduced for
 * purposes of speeding up UPA. If
so, this content model should not be used
 * for any purpose other than checking unique particle attribution
 *
 * @return a boolean that says whether this content has been compacted for UPA
 */
```

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```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
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/**
 * DOM Level 3 LS CR - Experimental.
 * Create a new LSParser. The newly constructed parser may
 *
then be configured by means of its DOMConfiguration
 * object, and used to parse documents by means of its parse
 * method.
 * @param mode The mode argument is either
 * MODE_SYNCHRONOUS or MODE_ASYNCHRONOUS, if
```

- * `mode` is `MODE_SYNCHRONOUS` then the
- * `LSParser` that is created will operate in synchronous
- * mode, if it's `MODE_ASYNCHRONOUS` then the
- * `LSParser` that is created will operate in asynchronous
- * mode.
- * @param schemaType An absolute URI representing the type of the schema
- * language used during the load of a `Document` using the
- * newly created `LSParser`. Note that no lexical checking
- * is done on the absolute URI. In order to create a
- * `LSParser` for any kind of schema types (i.e. the
- * `LSParser` will be free to use any schema

found), use the value

- * `null`.
- * **Note:** For W3C XML Schema [[XML Schema Part 1](http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/)]
- * , applications must use the value
- * `"http://www.w3.org/2001/XMLSchema"`. For XML DTD [[XML 1.0](http://www.w3.org/TR/2000/REC-xml-20001006/)],
- * applications must use the value
- * `"http://www.w3.org/TR/REC-xml"`. Other Schema languages
- * are outside the scope of the W3C and therefore should recommend an
- * absolute URI in order to use this method.
- * @return The newly created `LSParser` object. This
- * `LSParser` is either synchronous or asynchronous
- * depending on the value of the `mode` argument.
- * **Note:** By default, the newly created `LSParser`
- * does not contain a `DOMErrorHandler`, i.e. the value of
- * the "[parameter-error-handler](http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler)"
- * `error-handler` configuration parameter is `null`. However, implementations
- * may provide a default error handler at creation time. In that case,
- * the initial value of the `"error-handler"` configuration
- * parameter on the new created `LSParser` contains a
- * reference to the default error handler.
- * @exception DOMException
- * NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
- * not supported.

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- * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/CoreDOMImplementationImpl.java

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jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/parser/XMLErrorHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLFrameElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/XMLEntityDescriptionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/util/ShadowedSymbolTable.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/util/ObjectListImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLImgElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLOptgroupElement.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xni/parser/XMLInputSource.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/WMLImgElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLTimerElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/xs/XSParticle.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLWmlElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/AnySimpleDV.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/StringList.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLTimerElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/CaseInsensitiveMap.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMImplementation.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/DefaultXMLDocumentHandler.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLAnchorElement.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xml/serialize/HTMLSerializer.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLHtmlElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/DefaultNamespaceContext.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/MultipleScopeNamespaceSupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaParsingConfig.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11NSDTDValidator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xpointer/XPointerMessageFormatter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSException.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLMetaElementImpl.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLQuoteElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/EncodingMap.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/TeeXMLDocumentFilterImpl.java
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLTableSectionElementImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dv/xs/Base64BinaryDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/datatype/DurationImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/XMLEntityDescription.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/html/dom/HTMLImageElementImpl.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/ShortList.java
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jar/org/apache/xerces/impl/dv/dtd/ListDatatypeValidator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLBrElementImpl.java
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jar/org/apache/html/dom/HTMLScriptElementImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 jar/org/apache/xerces/impl/xs/opti/SchemaDOM.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/XMLDTDScannerImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/html/dom/HTMLInputElementImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/jaxp/validation/DOMDocumentHandler.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/xni/parser/XMLPullParserConfiguration.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/parsers/SecureProcessingConfiguration.java
 *
 /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-

jar/org/apache/xerces/impl/xs/util/XSObjectListImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/dom/NamedNodeMapImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/xs/XSFacet.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/wml/dom/WMLGoElementImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/xs/traversers/XSDAbstractTraverser.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 *
 /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/wml/dom/WMLRefreshElementImpl.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
 jar/org/apache/xerces/impl/xpath/regex/ParserForXMLSchema.java
 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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 * /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/events/CharactersImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/DeferredDOMImplementationImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/stax/XMLEventFactoryImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/JAXPNamespaceContextWrapper.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/NamespaceSupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xni/XMLDocumentHandler.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/JAXPValidationMessageFormatter.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/models/CMBinOp.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/ExtendedSchemaDVFactoryImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dtd/XML11DTDValidator.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/EntityDV.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/util/SymbolTable.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLEntityScanner.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/XMLEntityManager.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeDecl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xinclude/XIncludeNamespaceSupport.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xs/models/XSEmptyCM.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/dv/xs/SchemaDateTimeException.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLOptionElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLPElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLOptionElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/WMLElement.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLParamElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/dom/TreeWalkerImpl.java

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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/impl/xpath/regex/ParseException.java

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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/jaxp/validation/DOMResultBuilder.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/wml/dom/WMLAnchorElementImpl.java

* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/html/dom/HTMLModElementImpl.java

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jar/org/apache/xerces/impl/xs/models/XSAllCM.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/opti/AttrImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/wml/dom/WMLFieldsetElementImpl.java
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jar/org/apache/xerces/impl/xpath/regex/RangeToken.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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jar/org/apache/wml/dom/WMLDOMImplementationImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/RevalidationHandler.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-jar/org/apache/xerces/xs/XSValue.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/dom/NodeImpl.java
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/dtd/XMLSimpleType.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/SchemaNamespaceSupport.java
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/**
* used to check the 3 constraints against each complex type
* (should be each model group):
* Unique Particle
Attribution, Particle Derivation (Restriction),
* Element Declarations Consistent.
*/

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jar/org/apache/xerces/impl/dv/xs/AbstractDateTimeDV.java
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/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
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* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xs/XMLSchemaValidator.java

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```

Found in path(s):

```
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLSchemaMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DOMMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XPointerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/DatatypeMessages.properties
*
/opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_fr.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/SAXMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XIncludeMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/XMLSerializerMessages.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/xpath/regex/message_ja.properties
* /opt/cola/permits/1257218116_1642790294.82/0/xercesimpl-2-12-0-sources-
jar/org/apache/xerces/impl/msg/JAXPValidationMessages.properties
```

1.104 generex 1.0.2

1.104.1 Available under license :

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```


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*/

Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/test/java/com/mifmif/common/regex/GenerexUnitTest.java
No license file was found, but licenses were detected in source scan.

/*

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*/

Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/GenerexIterator.java
* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/util/Iterator.java
*

/opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/Node.java

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/util/Iterable.java

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/Main.java

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/main/java/com/mifmif/common/regex/Generex.java

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```

<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>com.github.mifmif</groupId>
  <artifactId>generex</artifactId>
  <version>1.0.2</version>
  <name>Generex</name>
  <url>https://github.com/mifmif/Generex/tree/master</url>
  <description>Generex A Java Library for regex to Strings generation</description>
  <packaging>jar</packaging>
  <licenses>
    <license>
      <name>The Apache Software License, Version 2.0</name>
      <url>http://www.apache.org/licenses/LICENSE-2.0.txt</url>
      <distribution>repo</distribution>
    </license>
  </licenses>
  <developers>
    <developer>
      <id>mifmif</id>
      <name>MIFRAH Youssef</name>
      <email>mifmif.com@gmail.com</email>
    </developer>
    <developer>
      <id>mkolisnyk</id>
      <name>mkolisnyk</name>
      <email>kolesnik.nickolay@gmail.com</email>
    </developer>
  </developers>

  <parent>
    <groupId>org.sonatype.oss</groupId>
    <artifactId>oss-parent</artifactId>
    <version>7</version>
  </parent>

  <properties>
    <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
    <maven.pmd.excludes>*/generated-sources/*</maven.pmd.excludes>
  </properties>

  <scm>
    <connection>scm:git:git@github.com:mifmif/Generex.git</connection>
    <developerConnection>scm:git:git@github.com:mifmif/Generex.git</developerConnection>
    <url>https://github.com/mifmif/Generex.git</url>
  </scm>

  <ciManagement>
    <url>https://travis-ci.org/mifmif/Generex/builds</url>
    <system>Travis</system>

```

```

<notifiers>
  <notifier>
    <address>mifmif.com@gmail.com</address>
    <type>mail</type>
  </notifier>
  <notifier>
    <address>kolesnik.nickolay@gmail.com</address>
    <type>mail</type>
  </notifier>
</notifiers>
</ciManagement>

<distributionManagement>
  <snapshotRepository>
    <id>ossrh</id>
    <url>https://oss.sonatype.org/content/repositories/snapshots</url>
  </snapshotRepository>
  <repository>
    <id>ossrh</id>
    <url>https://oss.sonatype.org/service/local/staging/deploy/maven2/</url>
  </repository>
</distributionManagement>

<build>
  <sourceDirectory>src/main/java</sourceDirectory>
  <testSourceDirectory>src/test/java</testSourceDirectory>
  <resources>
    <resource>
      <directory>src</directory>
      <excludes>
        <exclude>**/*.java</exclude>
      </excludes>
    </resource>
    <resource>
      <directory>target/dependency</directory>
      <excludes>
        <exclude>**/*.java</exclude>
      </excludes>
    </resource>
    <resource>
      <directory>src/main/resources</directory>
      <includes>
        <include>**/*.properties</include>
      </includes>
    </resource>
  </resources>
  <plugins>

```

```
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-install-plugin</artifactId>
<version>2.5.2</version>
<configuration>
<file>target/${project.artifactId}-${project.version}.jar</file>
<groupId>${project.groupId}</groupId>
<artifactId>${project.artifactId}</artifactId>
<version>${project.version}</version>
<packaging>maven-plugin</packaging>
</configuration>
</plugin>
```

```
<plugin>
<artifactId>maven-compiler-plugin</artifactId>
<version>3.5.1</version>
<configuration>
<source>1.5</source>
<target>1.5</target>
</configuration>
</plugin>
```

```
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-jar-plugin</artifactId>
<version>3.0.2</version>
<configuration>
<excludes>
<exclude>*</exclude>
<exclude>com/thoughtworks/**/*</exclude>
<exclude>freemarker/**/*</exclude>
<exclude>ftl/**/*</exclude>
<exclude>i18n/**/*</exclude>
<exclude>style/**/*</exclude>
<exclude>junit/**/*</exclude>
<exclude>licenses/**/*</exclude>
<exclude>META-INF/maven/**/*</exclude>
<exclude>org/codehaus/**/*</exclude>
<exclude>org/hamcrest/**/*</exclude>
<exclude>org/jbehave/**/*</exclude>
<exclude>org/junit/**/*</exclude>
<exclude>org/testng/**/*</exclude>
<exclude>org/xmlpull/**/*</exclude>
<exclude>stories/**/*</exclude>
<exclude>style/**/*</exclude>
<exclude>tests/**/*</exclude>
</excludes>
<archive>
<manifest>
```

```

    <addClasspath>>false</addClasspath>
    <addDefaultImplementationEntries>>true</addDefaultImplementationEntries>
    <addDefaultSpecificationEntries>>true</addDefaultSpecificationEntries>
    <addExtensions>>false</addExtensions>
    <classpathLayoutType>simple</classpathLayoutType>
  </manifest>
</archive>
</configuration>
</plugin>
<plugin>
  <artifactId>maven-assembly-plugin</artifactId>
  <version>2.6</version>
  <configuration>
    <descriptors>
      <descriptor>./sources.xml</descriptor>
    </descriptors>
  </configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-dependency-plugin</artifactId>
  <version>2.10</version>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <version>2.10.3</version>
  <configuration>
    <show>private</show>
    <nohelp>>false</nohelp>
    <failOnError>>false</failOnError>
    <sourcepath>src/main/java</sourcepath>
  </configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-release-plugin</artifactId>
  <configuration>
    <tagNameFormat>v@{project.version}</tagNameFormat>
    <preparationGoals>package
install:install-file</preparationGoals>
    <scmCommentPrefix>#3</scmCommentPrefix>
  </configuration>
</plugin>
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-deploy-plugin</artifactId>
  <version>2.8.2</version>

```

```
<configuration>
  <skip>true</skip>
</configuration>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-source-plugin</artifactId>
  <version>3.0.1</version>
  <executions>
    <execution>
      <goals>
        <goal>jar-no-fork</goal>
      </goals>
    </execution>
  </executions>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-javadoc-plugin</artifactId>
  <executions>
    <execution>
      <id>attach-javadocs</id>
      <goals>
        <goal>jar</goal>
      </goals>
    </execution>
  </executions>
</plugin>
```

```
<plugin>
  <groupId>org.apache.maven.plugins</groupId>
  <artifactId>maven-gpg-plugin</artifactId>
  <executions>
    <execution>
      <id>sign-artifacts</id>
      <phase>deploy</phase>
      <goals>
        <goal>sign</goal>
      </goals>
    </execution>
  </executions>
```

```
</plugin>
```

```
<plugin>  
<groupId>org.sonatype.plugins</groupId>  
<artifactId>nexus-staging-maven-plugin</artifactId>  
<version>1.6.3</version>  
<executions>  
<execution>  
<id>default-deploy</id>  
<phase>deploy</phase>  
<goals>  
<goal>deploy</goal>  
</goals>  
</execution>  
</executions>  
<extensions>true</extensions>  
<configuration>  
<serverId>ossrh</serverId>  
<nexusUrl>https://oss.sonatype.org/</nexusUrl>  
</configuration>  
</plugin>
```

```
<plugin>  
<groupId>org.apache.maven.plugins</groupId>  
<artifactId>maven-pmd-plugin</artifactId>  
<version>3.6</version>  
<configuration>  
<failOnViolation>true</failOnViolation>  
<excludeRoots>  
<excludeRoot>target/generated-sources/plugin</excludeRoot>  
</excludeRoots>  
<excludes>  
<exclude>*/HelpMojo.java</exclude>  
</excludes>  
</configuration>  
<executions>  
<execution>  
<goals>  
<goal>check</goal>  
<goal>cpd-check</goal>  
</goals>  
<configuration>  
<failOnViolation>true</failOnViolation>  
<excludes>  
<exclude>*/HelpMojo.java</exclude>  
</excludes>  
</configuration>
```

```

</execution>
</executions>
</plugin>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-checkstyle-plugin</artifactId>
<version>2.10</version>
<configuration>
<excludes>**/test/java/**/*.*.java</excludes>
<configLocation>./sun_checks.xml</configLocation>
<suppressionsLocation>./checkstyle-suppressions.xml</suppressionsLocation>
<failOnViolation>>true</failOnViolation>
</configuration>
<executions>
<execution>
<goals>
<goal>check</goal>
</goals>
</execution>
</executions>
</plugin>
<plugin>
<groupId>org.codehaus.mojo</groupId>
<artifactId>cobertura-maven-plugin</artifactId>
<version>2.6</version>
<configuration>
<check>
<haltOnFailure>>false</haltOnFailure>
<totalBranchRate>80</totalBranchRate>
<totalLineRate>80</totalLineRate>
<packageLineRate>80</packageLineRate>
<packageBranchRate>80</packageBranchRate>
</check>
<instrumentation>
<excludes>
<exclude>**/HelpMojo.class</exclude>
</excludes>
</instrumentation>
</configuration>
<executions>
<execution>
<id>verification</id>
<phase>verify</phase>
<goals>
<goal>check</goal>
<goal>cobertura</goal>
</goals>
</execution>

```



```

</executions>
</plugin>
<plugin>
<groupId>org.codehaus.mojo</groupId>
<artifactId>javancss-maven-plugin</artifactId>
<version>2.0</version>
<configuration>
<encoding>${project.build.sourceEncoding}</encoding>
<ccnLimit>10</ccnLimit>
<ncssLimit>100</ncssLimit>
<failOnViolation>true</failOnViolation>
<excludes>
<exclude>**/tests/**/*.*</exclude>
</excludes>
</configuration>
<executions>
<execution>
<goals>
<goal>check</goal>
</goals>
</execution>
</executions>
</plugin>
<plugin>
<groupId>org.codehaus.mojo</groupId>
<artifactId>findbugs-maven-plugin</artifactId>
<version>3.0.3</version>
<configuration>
<encoding>${project.build.sourceEncoding}</encoding>
<failOnError>true</failOnError>
<excludeFilterFile>findBugsExclude.xml</excludeFilterFile>
</configuration>
<executions>
<execution>
<goals>
<goal>check</goal>
</goals>
</execution>
</executions>
</plugin>
<plugin>
<groupId>org.codehaus.mojo</groupId>
<artifactId>jdepend-maven-plugin</artifactId>
<version>2.0</version>
</plugin>
</plugins>
</build>
<dependencies>

```

```
<dependency>
  <groupId>dk.brics.automaton</groupId>
  <artifactId>automaton</artifactId>
  <version>1.11-8</version>
</dependency>
<dependency>
  <groupId>junit</groupId>
  <artifactId>junit</artifactId>
  <version>4.12</version>
  <scope>test</scope>
</dependency>
<dependency>
  <groupId>org.hamcrest</groupId>
  <artifactId>hamcrest-junit</artifactId>
  <version>2.0.0.0</version>
  <scope>test</scope>
</dependency>
</dependencies>
</project>
```

Found

in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/pom.xml

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Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/README.md

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*/

Found in path(s):

* /opt/cola/permits/1257332954_1642801959.04/0/mifmif-generex-1-0-2-0-ge910243-tar-gz/mifmif-Generex-e910243/src/test/java/com/mifmif/common/regex/GenerexIteratorUnitTest.java

1.105 jetty-setuid-java 1.0.4

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```

Found in path(s):

* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDListener.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUIDServer.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/SetUID.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Group.java
* /opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/RLimit.java
*
/opt/cola/permits/1257333122_1642801905.86/0/jetty-setuid-java-1-0-4-sources-jar/org/eclipse/jetty/setuid/Passwd.java

1.106 zjsonpatch 0.3.0

1.106.1 Available under license :

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```
/*
 * Copyright 2016 flipkart.com zjsonpatch.
 *
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```

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*/

Found in path(s):

* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/NodeType.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/JsonDiff.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/NoopProcessor.java
*
/opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/ApplyProcessor.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/Constants.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/CompatibilityFlags.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/JsonPatchApplicationException.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/JsonPatchProcessor.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/InvalidJsonPatchException.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/Operation.java
* /opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/JsonPatch.java
*
/opt/cola/permits/1257333041_1642801938.9/0/zjsonpatch-0-3-0-sources-jar/com/flipkart/zjsonpatch/Diff.java

1.107 junixsocket-common 2.3.2

1.107.1 Available under license :

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```
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 * junixsocket  
 *  
 * Copyright 2009-2020 Christian Kohlschütter  
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```

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- */

Found in path(s):

- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocket.java
- * /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/Closeables.java
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- *
- /opt/cola/permits/1258507885_1643078430.71/0/junixsocket-common-2-3-2-sources-jar/org/newsclub/net/unix/AFUNIXSocketCredentials.java

1.108 junixsocket-native-common 2.3.2

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\* /opt/cola/permits/1258508010\_1643078805.99/0/junixsocket-native-common-2-3-2-sources-jar/org/newsclub/lib/junixsocket/common/NarMetadata.java

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jar/org/slf4j/bridge/SLF4JBridgeHandler.java

## 1.115 log4j-over-slf4j 1.7.36



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## 1.116 bouncycastle-fips 1.0.2.3

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# 1.118 joda-time 2.10.14

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## 1.123 ion-java 1.0.2

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# 1.124 gson 2.9.0

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```
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jar/com/google/gson/ToNumberStrategy.java
* /opt/cola/permits/1331093984_1653033295.598981/0/gson-2-9-0-sources-1-
jar/com/google/gson/ToNumberPolicy.java
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jar/com/google/gson/internal/GsonBuildConfig.java

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jar/com/google/gson/internal/bind/CollectionTypeAdapterFactory.java

\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/internal/bind/TypeAdapterRuntimeTypeWrapper.java

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jar/com/google/gson/internal/bind/ArrayTypeAdapter.java

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jar/com/google/gson/internal/bind/ReflectiveTypeAdapterFactory.java

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jar/com/google/gson/internal/JsonReaderInternalAccess.java

\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/TypeAdapterFactory.java

\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/TypeAdapter.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeReader.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/ObjectTypeAdapter.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/JsonTreeWriter.java  
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/opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/MapTypeAdapterFactory.java  
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\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonParser.java

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\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/internal/PreJava9DateFormatProvider.java  
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- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/InstanceCreator.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonArray.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonObject.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonDeserializationContext.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/annotations/SerializedName.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/FieldNamingPolicy.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonParseException.java
- \*
- /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/GsonBuilder.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-

jar/com/google/gson/JsonSerializer.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/internal/Primitives.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/JsonNull.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/annotations/Until.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/internal/bind/DefaultDateTypeAdapter.java  
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*/
```

Found in path(s):  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/internal/Streams.java  
\* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-  
jar/com/google/gson/JsonSyntaxException.java  
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*/
```

Found in path(s):

- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/LazilyParsedNumber.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/sql/SqlTimeTypeAdapter.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/sql/SqlDateTypeAdapter.java
- \*
- /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/ConstructorConstructor.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/DateTypeAdapter.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/UnsafeAllocator.java
- \* /opt/cola/permits/1331093984\_1653033295.598981/0/gson-2-9-0-sources-1-jar/com/google/gson/internal/bind/TreeTypeAdapter.java

# 1.125 free-type 2.12.1

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2006-Jan-27

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--- end of FTL.TXT ---
Files that don't get a copyright, or which are taken from elsewhere.
#
All lines in this file are patterns, including the comment lines; this
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Don't put empty lines into this file!
#
builds/unix/pkg.m4
#
docs/FTL.TXT
docs/GPLv2.TXT
#
include/freetype/internal/fthash.h
#
src/base/fthash.c
src/base/md5.c
src/base/md5.h
#
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
```

```
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftrandom/ftrandom.c
#
subprojects/dlg
#
#
```

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\* /opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/NuProcess.java  
\* /opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/windows/ProcessCompletions.java  
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\*  
/opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LinProcessFactory.java  
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\* /opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/internal/BaseEventProcessor.java  
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\*  
/opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/linux/LinuxProcess.java  
\* /opt/cola/permits/1487555659\_1669619655.845155/0/nuprocess-2-0-5-sources-1-jar/com/zaxxer/nuprocess/osx/ProcessKqueue.java



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# 1.140 objenesis 2.1

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## 1.142 jackson-datatype-jdk8 2.14.2

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## 1.145 argparse 0.9.0

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# 1.146 lua 5.4.4.1

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```
@Ci{$Id: manual.of $}
@C[({-----})
@manual{
```

```
@sect1{ @title{Introduction}}
```

Lua is a powerful, efficient, lightweight, embeddable scripting language. It supports procedural programming, object-oriented programming, functional programming, data-driven programming, and data description.

Lua combines simple procedural syntax with powerful data description constructs based on associative arrays and extensible semantics.

Lua is dynamically typed, runs by interpreting bytecode with a register-based virtual machine, and has automatic memory management with a generational garbage collection, making it ideal for configuration, scripting, and rapid prototyping.

Lua is implemented as a library, written in *clean C*, the common subset of *Standard C* and C++.

The Lua distribution includes a host program called *lua*, which uses the Lua library to offer a complete, standalone Lua interpreter, for interactive or batch use.

Lua is intended to be used both as a powerful, lightweight, embeddable scripting language for any program that needs one, and as a powerful but lightweight and efficient stand-alone language.

As an extension language, Lua has no notion of a *main* program: it works *embedded* in a host client, called the *embedding program* or simply the *host*. (Frequently, this host is the stand-alone *lua* program.)

The host program can invoke functions to execute a piece of Lua code, can write and read Lua variables, and can register *C functions* to be called by Lua code.

Through the use of *C functions*, Lua can be augmented to cope with

a wide range of different domains,  
thus creating customized programming languages sharing a syntactical framework.

Lua is free software,  
and is provided as usual with no guarantees,  
as stated in its license.

The implementation described in this manual is available  
at  
Lua's official web site, @id{www.lua.org}.

Like any other reference manual,  
this document is dry in places.  
For a discussion of the decisions behind the design of Lua,  
see the technical papers available at Lua's web site.  
For a detailed introduction to programming in Lua,  
see Roberto's book, @emph{Programming in Lua}.

}

@C{-----}  
@sect1{basic| @title{Basic Concepts}}

@simplesect{

This section describes the basic concepts of the language.

}

@sect2{TypesSec| @title{Values and Types}}

Lua is a dynamically typed language.

This means that  
variables do not have types; only values do.  
There are no type definitions in the language.  
All values carry their own type.

All values in Lua are first-class values.  
This means that all values can be stored in variables,  
passed as arguments to other functions, and returned as results.

There are eight @x{basic types} in Lua:

@def{nil}, @def{boolean}, @def{number},  
@def{string},  
@def{function}, @def{userdata},  
@def{thread}, and @def{table}.

The type @emph{nil} has one single value, @nil,  
whose main property is to be different from any other value;

it often represents the absence of a useful value.

The type `@emph{boolean}` has two values, `@false` and `@true`.

Both `@nil` and `@false` make a condition false; they are collectively called `@def{false values}`.

Any other value makes a condition true.

Despite its name,

`@false` is frequently used as an alternative to `@nil`,

with the key difference that `@false` behaves

like a regular value in a table,

while a `@nil` in a table represents an absent key.

The type `@emph{number}` represents both

integer numbers and real (floating-point) numbers,

using two `@x{subtypes}`: `@def{integer}` and `@def{float}`.

Standard Lua uses 64-bit integers and double-precision (64-bit) floats,

but you can also compile Lua so that it

uses 32-bit integers and/or single-precision (32-bit) floats.

The option with 32 bits for both integers and floats

is particularly

attractive

for small machines and embedded systems.

(See macro `@id{LUA_32BITS}` in file `@id{luaconf.h}`.)

Unless stated otherwise,

any overflow when manipulating integer values `@def{wrap around}`, according to the usual rules of two-complement arithmetic.

(In other words,

the actual result is the unique representable integer

that is equal modulo  $2^M$  to the mathematical result,

where  $M$  is the number of bits of the integer type.)

Lua has explicit rules about when each subtype is used,

but it also converts between them automatically as needed `@see{coercion}`.

Therefore,

the programmer may choose to mostly ignore the difference

between integers and floats

or to assume complete control over the representation of each number.

The type `@emph{string}` represents immutable sequences of bytes.

`@index{eight-bit clean}`

Lua is 8-bit clean:

strings can contain any 8-bit value,

including `@x{embedded zeros}` (`@Char{0}`).

Lua is also encoding-agnostic;

it makes no assumptions about the contents

of a string.

The length of any string in Lua must fit in a Lua integer.

Lua can call (and manipulate) functions written in Lua and functions written in C @see{functioncall}.

Both are represented by the type @emph{function}.

The type @emph{userdata} is provided to allow arbitrary @N{C data} to be stored in Lua variables.

A userdata value represents a block of raw memory.

There are two kinds of userdata:

@emphx{full userdata},

which is an object with a block of memory managed by Lua,

and @emphx{light userdata},

which is simply a @N{C pointer} value.

Userdata has no predefined operations in Lua, except assignment and identity test.

By using @emph{metatables},

the programmer can define operations for full userdata values

@see{metatable}.

Userdata values cannot be created or modified in Lua, only through the @N{C API}.

This guarantees the integrity of data owned by the host program and @N{C libraries}.

The type @def{thread} represents independent threads of execution and it is used to

implement coroutines @see{coroutine}.

Lua threads are not related to operating-system threads.

Lua supports coroutines on all systems, even those that do not support threads natively.

The type @emph{table} implements @x{associative arrays}, that is, @x{arrays} that can have as indices not only numbers, but any Lua value except @nil and @x{NaN}.

(@emphx{Not a Number} is a special floating-point value used by the @x{IEEE 754} standard to represent undefined numerical results, such as @T{0/0}.)

Tables can be @emph{heterogeneous};

that is, they can contain values of all types (except @nil).

Any key associated to the value @nil is not considered part of the table.

Conversely, any key that is not part of a table has an associated value @nil.

Tables are the sole data-structuring mechanism in Lua;

they can be used to represent ordinary arrays, lists, symbol tables, sets, records, graphs, trees, etc.

To represent @x{records}, Lua uses the field name as an index.

The language supports this representation

by

providing @id{a.name} as syntactic sugar for @T{a["name"]}.

There are several convenient ways to create tables in Lua  
`@see{tableconstructor}`.

Like indices,  
the values of table fields can be of any type.  
In particular,  
because functions are first-class values,  
table fields can contain functions.  
Thus tables can also carry `@emph{methods}` `@see{func-def}`.

The indexing of tables follows  
the definition of raw equality in the language.  
The expressions `@T{a[i]}` and `@T{a[j]}`  
denote the same table element  
if and only if `@id{i}` and `@id{j}` are raw equal  
(that is, equal without metamethods).  
In particular, floats with integral values  
are equal to their respective integers  
(e.g., `@T{1.0 == 1}`).  
To avoid ambiguities,  
any float used as a key that is equal to an integer  
is converted to that integer.  
For instance, if you write `@T{a[2.0] = true}`,  
the actual key inserted into the table will be the integer `@T{2}`.

Tables, functions, threads, and (full) userdata values are `@emph{objects}`:  
variables  
do not actually `@emph{contain}` these values,  
only `@emph{references}` to them.  
Assignment, parameter passing, and function returns  
always manipulate references to such values;  
these operations do not imply any kind of copy.

The library function `@Lid{type}` returns a string describing the type  
of a given value `@seeF{type}`.

}

`@sect2{globalenv| @title{Environments and the Global Environment}`

As we will discuss further in `@refsec{variables}` and `@refsec{assignment}`,  
any reference to a free name  
(that is, a name not bound to any declaration) `@id{var}`  
is syntactically translated to `@T{_ENV.var}`.  
Moreover, every chunk is compiled in the scope of  
an external local variable named `@id{_ENV}` `@see{chunks}`,  
so `@id{_ENV}` itself is never a free name in a chunk.



Despite the existence of this external `@id{_ENV}` variable and the translation of free names, `@id{_ENV}` is a completely regular name.

In particular, you can define new variables and parameters with that name. Each reference to a free name uses the `@id{_ENV}` that is visible at that point in the program, following the usual visibility rules of Lua @see{visibility}.

Any table used as the value of `@id{_ENV}` is called an @def{environment}.

Lua keeps a distinguished environment called the @def{global environment}. This value is kept at a special index in the C registry @see{registry}. In Lua, the global variable `@Lid{_G}` is initialized with this same value. (`@Lid{_G}` is never used internally, so changing its value will affect only your own code.)

When Lua loads a chunk, the default value for its `@id{_ENV}` variable is the global environment @seeF{load}. Therefore, by default, free names in Lua code refer to entries in the global environment and, therefore, they are also called @def{global variables}. Moreover, all standard libraries are loaded in the global environment and some functions there operate on that environment. You can use `@Lid{load}` (or `@Lid{loadfile}`) to load a chunk with a different environment. (In C, you have to load the chunk and then change the value of its first upvalue; see @See{lua\_setupvalue}.)

}

@sect2{error| @title{Error Handling}}

Several operations in Lua can @emph{raise} an error. An error interrupts the normal flow of the program, which can continue by @emph{catching} the error.

Lua code can explicitly raise an error by calling the `@Lid{error}` function. (This function never returns.)

To catch errors in Lua, you can do a @def{protected call}, using `@Lid{pcall}` (or `@Lid{xpcall}`).

The function `@Lid{pcall}` calls a given function in `@def{protected mode}`. Any error while running the function stops its execution, and control returns immediately to `@id{pcall}`, which returns a status code.

Because Lua is an embedded extension language, Lua code starts running by a call from `@N{C code}` in the host program. (When you use Lua standalone, the `@id{lua}` application is the host program.) Usually, this call is protected; so, when an otherwise unprotected error occurs during the compilation or execution of a Lua chunk, control returns to the host, which can take appropriate measures, such as printing an error message.

Whenever there is an error, an `@def{error object}` is propagated with information about the error. Lua itself only generates errors whose error object is a string, but programs may generate errors with any value as the error object. It is up to the Lua program or its host to handle such error objects. For historical reasons, an error object is often called an `@def{error message}`, even though it does not have to be a string.

When you use `@Lid{xpcall}` (or `@Lid{lua_pcall}`, in C) you may give a `@def{message handler}` to be called in case of errors. This function is called with the original error object and returns a new error object. It is called before the error unwinds the stack, so that it can gather more information about the error, for instance by inspecting the stack and creating a stack traceback. This message handler is still protected by the protected call; so, an error inside the message handler will call the message handler again. If this loop goes on for too long, Lua breaks it and returns an appropriate message. The message handler is called only for regular runtime errors. It is not called for memory-allocation errors nor for errors while running finalizers or other message handlers.

Lua also offers a system of `@emph{warnings}` `@seeF{warn}`. Unlike errors, warnings do not interfere in any way with program execution. They typically only generate a message to the user, although this behavior can be adapted from C `@seeC{lua_setwarnf}`.

}

`@sect2{metatable| @title{Metatables and Metamethods}}`

Every value in Lua can have a `@emph{metatable}`.

This `@def{metatable}` is an ordinary Lua table that defines the behavior of the original value under certain events.

You can change several aspects of the behavior of a value by setting specific fields in its metatable.

For instance, when a non-numeric value is the operand of an addition, Lua

checks for a function in the field `@idx{__add}` of the value's metatable.

If it finds one,

Lua calls this function to perform the addition.

The key for each event in a metatable is a string with the event name prefixed by two underscores; the corresponding value is called a `@def{metavalue}`.

For most events, the metavalue must be a function, which is then called a `@def{metamethod}`.

In the previous example, the key is the string `@St{__add}` and the metamethod is the function that performs the addition.

Unless stated otherwise,

a metamethod may in fact be any `@x{callable value}`,

which is either a function or a value with a `@idx{__call}` metamethod.

You can query the metatable of any value using the `@Lid{getmetatable}` function.

Lua queries metamethods in metatables using a raw access `@seeF{rawget}`.

You can replace the metatable of tables using the `@Lid{setmetatable}` function.

You cannot change the metatable of other types from Lua code, except by using the `@link{debuglib|debug library}`.

Tables

and full userdata have individual metatables, although multiple tables and userdata can share their metatables.

Values of all other types share one single metatable per type;

that is, there is one single metatable for all numbers,

one for all strings, etc.

By default, a value has no metatable,  
but the string library sets a metatable for the string type `@see{strlib}`.

A detailed list of operations controlled by metatables is given next.  
Each event is identified by its corresponding key.  
By convention, all metatable keys used by Lua are composed by  
two underscores followed by lowercase Latin letters.

`@description{`

`@item{ @idx{__add}|`

the addition (`@T{+}`) operation.

If any operand for an addition is not a number,

Lua will try to call a metamethod.

It starts by checking the first operand (even if it is a number);

if that operand does not define a metamethod for `@idx{__add}`,

then Lua will check the second operand.

If Lua can find a metamethod,

it calls the metamethod with the two

operands as arguments,

and the result of the call

(adjusted to one value)

is the result of the operation.

Otherwise, if no metamethod is found,

Lua raises an error.

`}`

`@item{ @idx{__sub}|`

the subtraction (`@T{-}`) operation.

Behavior similar to the addition operation.

`}`

`@item{ @idx{__mul}|`

the multiplication (`@T{*}`) operation.

Behavior similar to the addition operation.

`}`

`@item{ @idx{__div}|`

the division (`@T{/}`) operation.

Behavior similar to the addition operation.

`}`

`@item{ @idx{__mod}|`

the modulo (`@T{%}`) operation.

Behavior similar to the addition operation.

`}`

`@item{ @idx{__pow}|`

the exponentiation ( $@T\{\wedge\}$ ) operation.  
Behavior similar to the addition operation.  
}

@item{ @idx{\_\_unm}|  
the negation (unary  $@T\{-\}$ ) operation.  
Behavior similar to the addition operation.  
}

@item{ @idx{\_\_idiv}|  
the floor division ( $@T\{/\}$ ) operation.  
Behavior similar to the addition operation.  
}

@item{ @idx{\_\_band}|  
the bitwise AND ( $@T\{\&\}$ ) operation.  
Behavior similar to the addition operation,  
except that Lua will  
try a metamethod  
if any operand is neither an integer  
nor a float coercible to an integer @see{coercion}.  
}

@item{ @idx{\_\_bor}|  
the bitwise OR ( $@T\{\|\}$ ) operation.  
Behavior similar to the bitwise AND operation.  
}

@item{ @idx{\_\_bxor}|  
the bitwise exclusive OR (binary  $@T\{\sim\}$ ) operation.  
Behavior similar to the bitwise AND operation.  
}

@item{ @idx{\_\_bnot}|  
the bitwise NOT (unary  $@T\{\sim\}$ ) operation.  
Behavior similar to the bitwise AND operation.  
}

@item{ @idx{\_\_shl}|  
the bitwise left shift ( $@T\{\ll\}$ ) operation.  
Behavior similar to the bitwise AND operation.  
}

@item{ @idx{\_\_shr}|  
the bitwise right shift ( $@T\{\gg\}$ ) operation.  
Behavior similar to the bitwise AND operation.  
}

@item{ @idx{\_\_concat}|  
the concatenation (@T{..}) operation.  
Behavior similar to the addition operation,  
except that Lua will try a metamethod  
if any operand is neither a string nor a number  
(which is always coercible to a string).  
}

@item{ @idx{\_\_len}|  
the length (@T{#}) operation.  
If the object is not a string,  
Lua will try its  
metamethod.  
If there is a metamethod,  
Lua calls it with the object as argument,  
and the result of the call  
(always adjusted to one value)  
is the result of the operation.  
If there is no metamethod but the object is a table,  
then Lua uses the table length operation @see{len-op}.  
Otherwise, Lua raises an error.  
}

@item{ @idx{\_\_eq}|  
the equal (@T{==}) operation.  
Behavior similar to the addition operation,  
except that Lua will try a metamethod only when the values  
being compared are either both tables or both full userdata  
and they are not primitively equal.  
The result of the call is always converted to a boolean.  
}

@item{ @idx{\_\_lt}|  
the less than (@T{<}) operation.  
Behavior similar to the addition operation,  
except that Lua will try a metamethod only when the values  
being compared are neither both numbers nor both strings.  
Moreover, the result of the call is always converted to a boolean.  
}

@item{ @idx{\_\_le}|  
the less equal (@T{<=}) operation.  
Behavior similar to the less than operation.  
}

@item{ @idx{\_\_index}|  
The

indexing access operation `@T{table[key]}`.  
This event happens when `@id{table}` is not a table or  
when `@id{key}` is not present in `@id{table}`.  
The metavalue is looked up in the metatable of `@id{table}`.

The metavalue for this event can be either a function, a table,  
or any value with an `@idx{__index}` metavalue.

If it is a function,

it is called with `@id{table}` and `@id{key}` as arguments,  
and the result of the call  
(adjusted to one value)

is the result of the operation.

Otherwise,

the final result is the result of indexing this metavalue with `@id{key}`.

This indexing is regular, not raw,

and therefore can trigger another `@idx{__index}` metavalue.

}

@item{ @idx{\_\_newindex}|

The indexing assignment `@T{table[key] = value}`.

Like the index event,

this event happens when `@id{table}` is not a table or

when `@id{key}` is not present in `@id{table}`.

The metavalue is looked up in the metatable of `@id{table}`.

Like with indexing,

the metavalue for this event can be either a function,

a table,

or any value with an `@idx{__newindex}` metavalue.

If it is a function,

it is called with `@id{table}`, `@id{key}`, and `@id{value}` as arguments.

Otherwise,

Lua repeats the indexing assignment over this metavalue

with the same key and value.

This assignment is regular, not raw,

and therefore can trigger another `@idx{__newindex}` metavalue.

Whenever a `@idx{__newindex}` metavalue is invoked,

Lua does not perform the primitive assignment.

If needed,

the metamethod itself can call `@Lid{rawset}`

to do the assignment.

}

@item{ @idx{\_\_call}|

The call operation `@T{func(args)}`.

This event happens when Lua tries to call a non-function value

(that is, `@id{func}` is not a function).

The metamethod is looked up in `@id{func}`.  
If present,  
the metamethod is called with `@id{func}` as its first argument,  
followed by the arguments of the original call (`@id{args}`).  
All results of the call  
are the results of the operation.  
This is the only metamethod that allows multiple results.  
}  
  
}

In addition to  
the previous list,  
the interpreter also respects the following keys in metatables:  
`@idx{__gc}` `@see{finalizers}`,  
`@idx{__close}` `@see{to-be-closed}`,  
`@idx{__mode}` `@see{weak-table}`,  
and `@idx{__name}`.  
(The entry `@idx{__name}`,  
when it contains a string,  
may be used by `@Lid{tostring}` and in error messages.)

For the unary operators (negation, length, and bitwise NOT),  
the metamethod is computed and called with a dummy second operand,  
equal to the first one.  
This extra operand is only to simplify Lua's internals  
(by making these operators behave like a binary operation)  
and may be removed in future versions.  
For most uses this extra operand is irrelevant.

Because metatables are regular tables,  
they can contain arbitrary fields,  
not only the event names defined above.  
Some functions in the standard library  
(e.g., `@Lid{tostring}`)  
use other fields in metatables for their own purposes.

It is a good practice to add all needed metamethods to a table  
before setting it as a metatable of some object.

In  
particular, the `@idx{__gc}` metamethod works only when this order  
is followed `@see{finalizers}`.  
It is also a good practice to set the metatable of an object  
right after its creation.  
  
}

`@sect2{GC| @title{Garbage Collection}`



@simplesect{

Lua performs automatic memory management.

This means that

you do not have to worry about allocating memory for new objects or freeing it when the objects are no longer needed.

Lua manages memory automatically by running

a @def{garbage collector} to collect all @emph{dead} objects.

All memory used by Lua is subject to automatic management:

strings, tables, userdata, functions, threads, internal structures, etc.

An object is considered @def{dead}

as soon as the collector can be sure the object

will not be accessed again in the normal execution of the program.

(@Q{Normal execution} here excludes finalizers,

which can resurrect dead objects @see{finalizers},

and excludes also operations using the debug library.)

Note that the time when the collector can

be sure that an object

is dead may not coincide with the programmer's expectations.

The only guarantees are that Lua will not collect an object

that may still be accessed in the normal execution of the program,

and it will eventually collect an object

that is inaccessible from Lua.

(Here,

@emph{inaccessible from Lua} means that neither a variable nor another live object refer to the object.)

Because Lua has no knowledge about @N{C code},

it never collects objects accessible through the registry @see{registry},

which includes the global environment @see{globalenv}.

The garbage collector (GC) in Lua can work in two modes:

incremental and generational.

The default GC mode with the default parameters

are adequate for most uses.

However, programs that waste a large proportion of their time allocating and freeing memory can benefit from other settings.

Keep in mind that the GC behavior is non-portable

both across platforms and across different Lua releases;

therefore, optimal settings

are also non-portable.

You can change the GC mode and parameters by calling

@Lid{lua\_gc} @N{in C}

or @Lid{collectgarbage} in Lua.

You can also use these functions to control the collector directly (e.g., to stop and restart it).

}

@sect3{incmode| @title{Incremental Garbage Collection}}

In incremental mode, each GC cycle performs a mark-and-sweep collection in small steps interleaved with the program's execution.

In this mode,

the collector uses three numbers to control its garbage-collection cycles:

the @def{garbage-collector pause},

the @def{garbage-collector step multiplier},

and the @def{garbage-collector step size}.

The garbage-collector pause

controls how long the collector waits before starting a new cycle.

The collector starts a new cycle when the use of memory hits @M{n%} of the use after the previous collection.

Larger values make the collector less aggressive.

Values equal to or less than 100 mean the collector will not wait to start a new cycle.

A value of 200 means that

the collector waits for the total memory in use to double before starting a new cycle.

The default value is 200; the maximum value is 1000.

The garbage-collector step multiplier

controls the speed of the collector relative to memory allocation,

that is,

how many elements it marks or sweeps for each kilobyte of memory allocated.

Larger values make the collector more aggressive but also increase the size of each incremental step.

You should not use values less than 100,

because they make the collector too slow and can result in the collector never finishing a cycle.

The default value is 100; the maximum value is 1000.

The garbage-collector step size controls the

size of each incremental step,

specifically how many bytes the interpreter allocates before performing a step.

This parameter is logarithmic:

A value of @M{n} means the interpreter will allocate @M{2@sp{n}} bytes between steps and perform equivalent work during the step.

A large value (e.g., 60) makes the collector a stop-the-world (non-incremental) collector.  
The default value is 13,  
which means steps of approximately @N{8 Kbytes}.

}

@sect3{genmode| @title{Generational Garbage Collection}}

In generational mode,  
the collector does frequent @emph{minor} collections,  
which traverses only objects recently created.  
If after a minor collection the use of memory is still above a limit,  
the collector does a stop-the-world @emph{major} collection,  
which traverses all objects.  
The generational mode uses two parameters:  
the @def{minor multiplier} and the @def{the major multiplier}.

The minor multiplier controls the frequency of minor collections.  
For a minor multiplier @M{x},  
a new minor collection will be done when memory  
grows @M{x%} larger than the memory in use after the previous major  
collection.  
For instance, for a multiplier of 20,  
the collector will do a minor collection when the use of memory  
gets 20% larger than the use after the previous major collection.  
The default value is 20; the maximum value is 200.

The  
major multiplier controls the frequency of major collections.  
For a major multiplier @M{x},  
a new major collection will be done when memory  
grows @M{x%} larger than the memory in use after the previous major  
collection.  
For instance, for a multiplier of 100,  
the collector will do a major collection when the use of memory  
gets larger than twice the use after the previous collection.  
The default value is 100; the maximum value is 1000.

}

@sect3{finalizers| @title{Garbage-Collection Metamethods}}

You can set garbage-collector metamethods for tables  
and, using the @N{C API},  
for full userdata @see{metatable}.  
These metamethods, called @def{finalizers},

are called when the garbage collector detects that the corresponding table or userdata is dead.

Finalizers allow you to coordinate Lua's garbage collection with external resource management such as closing files, network or database connections, or freeing your own memory.

For an object (table or userdata) to be finalized when collected, you

must `@emph{mark}` it for finalization.

`@index{mark (for finalization)}`

You mark an object for finalization when you set its metatable and the metatable has a `@idx{__gc}` metamethod.

Note that if you set a metatable without a `@idx{__gc}` field and later create that field in the metatable, the object will not be marked for finalization.

When a marked object becomes dead, it is not collected immediately by the garbage collector.

Instead, Lua puts it in a list.

After the collection,

Lua goes through that list.

For each object in the list,

it checks the object's `@idx{__gc}` metamethod:

If it is present,

Lua calls it with the object as its single argument.

At the end of each garbage-collection cycle, the finalizers are called in the reverse order that the objects were marked for finalization, among those collected in that cycle; that is, the first finalizer to be called is the one associated with the object marked last in the program. The execution of each finalizer may occur at any point during the execution of the regular code.

Because the object being collected must still be used by the finalizer, that object (and other objects accessible only through it) must be `@emph{resurrected}` by Lua. `@index{resurrection}`

Usually, this resurrection is transient,

and the object memory is freed in the next garbage-collection cycle.

However, if the finalizer stores the object in some global place (e.g., a global variable),

then the resurrection is permanent.

Moreover, if the finalizer marks a finalizing object for finalization again, its finalizer will be called again in the next cycle where the object is dead.

In any case,  
the object memory is freed only in a GC cycle where  
the object is dead and not marked for finalization.

When you close a state `@seeF{lua_close}`,  
Lua calls the finalizers of all objects marked for finalization,  
following the reverse order that they were marked.  
If any finalizer marks objects for collection during that phase,  
these marks have no effect.

#### Finalizers

cannot yield nor run the garbage collector.  
Because they can run in unpredictable times,  
it is good practice to restrict each finalizer  
to the minimum necessary to properly release  
its associated resource.

Any error while running a finalizer generates a warning;  
the error is not propagated.

}

`@sect3{weak-table| @title{Weak Tables}`

A `@def{weak table}` is a table whose elements are  
`@def{weak references}`.  
A weak reference is ignored by the garbage collector.  
In other words,  
if the only references to an object are weak references,  
then the garbage collector will collect that object.

A weak table can have weak keys, weak values, or both.  
A table with weak values allows the collection of its values,  
but prevents the collection of its keys.  
A table with both weak keys and weak values allows the collection of  
both keys and values.  
In any case, if either the key or the value is collected,  
the whole pair is removed from the table.  
The weakness of a table is controlled by the  
`@idx{__mode}`  
field of its metatable.

This metavalue, if present, must be one of the following strings:  
`@St{k}`, for a table with weak keys;  
`@St{v}`, for a table with weak values;  
or `@St{kv}`, for a table with both weak keys and values.

A table with weak keys and strong values  
is also called an `@def{ephemeron table}`.

In an ephemeron table,  
a value is considered reachable only if its key is reachable.  
In particular,  
if the only reference to a key comes through its value,  
the pair is removed.

Any change in the weakness of a table may take effect only  
at the next collect cycle.  
In particular, if you change the weakness to a stronger mode,  
Lua may still collect some items from that table  
before the change takes effect.

Only objects that have an explicit construction  
are removed from weak tables.  
Values, such as numbers and `@x{light @N{C functions}}`,  
are not subject to garbage collection,  
and therefore are not removed from weak tables  
(unless their associated values are collected).  
Although strings  
are subject to garbage collection,  
they do not have an explicit construction and  
their equality is by value;  
they behave more like values than like objects.  
Therefore, they are not removed from weak tables.

Resurrected objects  
(that is, objects being finalized  
and objects accessible only through objects being finalized)  
have a special behavior in weak tables.  
They are removed from weak values before running their finalizers,  
but are removed from weak keys only in the next collection  
after running their finalizers, when such objects are actually freed.  
This behavior allows the finalizer to access properties  
associated with the object through weak tables.

If a weak table is among the resurrected objects in a collection cycle,  
it may not be properly cleared until the next cycle.

}

}

@sect2{coroutine| @title{Coroutines}

Lua supports coroutines,  
also called `@emphx{collaborative multithreading}`.  
A coroutine in Lua represents an independent thread of execution.  
Unlike threads in multithread

systems, however,  
a coroutine only suspends its execution by explicitly calling  
a yield function.

You create a coroutine by calling `@Lid{coroutine.create}`.  
Its sole argument is a function  
that is the main function of the coroutine.  
The `@id{create}` function only creates a new coroutine and  
returns a handle to it (an object of type `@emph{thread}`);  
it does not start the coroutine.

You execute a coroutine by calling `@Lid{coroutine.resume}`.  
When you first call `@Lid{coroutine.resume}`,  
passing as its first argument  
a thread returned by `@Lid{coroutine.create}`,  
the coroutine starts its execution by  
calling its main function.  
Extra arguments passed to `@Lid{coroutine.resume}` are passed  
as arguments to that function.  
After the coroutine starts running,  
it runs until it terminates or `@emph{yields}`.

A coroutine can terminate its execution in two ways:  
normally, when its main function returns  
(explicitly or implicitly, after the last instruction);  
and abnormally, if there is an unprotected  
error.

In case of normal termination,  
`@Lid{coroutine.resume}` returns `@true`,  
plus any values returned by the coroutine main function.  
In case of errors, `@Lid{coroutine.resume}` returns `@false`  
plus the error object.  
In this case, the coroutine does not unwind its stack,  
so that it is possible to inspect it after the error  
with the debug API.

A coroutine yields by calling `@Lid{coroutine.yield}`.  
When a coroutine yields,  
the corresponding `@Lid{coroutine.resume}` returns immediately,  
even if the yield happens inside nested function calls  
(that is, not in the main function,  
but in a function directly or indirectly called by the main function).  
In the case of a yield, `@Lid{coroutine.resume}` also returns `@true`,  
plus any values passed to `@Lid{coroutine.yield}`.  
The next time you resume the same coroutine,  
it continues its execution from the point where it yielded,  
with the call to `@Lid{coroutine.yield}` returning any extra  
arguments passed to `@Lid{coroutine.resume}`.

Like `@Lid{coroutine.create}`,  
the  
`@Lid{coroutine.wrap}` function also creates a coroutine,  
but instead of returning the coroutine itself,  
it returns a function that, when called, resumes the coroutine.  
Any arguments passed to this function  
go as extra arguments to `@Lid{coroutine.resume}`.  
`@Lid{coroutine.wrap}` returns all the values returned by `@Lid{coroutine.resume}`,  
except the first one (the boolean error code).  
Unlike `@Lid{coroutine.resume}`,  
the function created by `@Lid{coroutine.wrap}`  
propagates any error to the caller.  
In this case,  
the function also closes the coroutine `@seeF{coroutine.close}`.

As an example of how coroutines work,  
consider the following code:

```
@verbatim{
function foo (a)
 print("foo", a)
 return coroutine.yield(2*a)
end

co = coroutine.create(function (a,b)
 print("co-body", a, b)
 local r = foo(a+1)
 print("co-body", r)
 local r, s = coroutine.yield(a+b, a-b)
 print("co-body", r, s)
 return b, "end"
end)

print("main", coroutine.resume(co, 1, 10))
print("main", coroutine.resume(co,
 "r"))
print("main", coroutine.resume(co, "x", "y"))
print("main", coroutine.resume(co, "x", "y"))
}
```

When you run it, it produces the following output:

```
@verbatim{
co-body 1 10
foo 2
main true 4
co-body r
main true 11 -9
co-body x y
main true 10 end
```



```
main false cannot resume dead coroutine
}
```

You can also create and manipulate coroutines through the C API:  
see functions @Lid{lua\_newthread}, @Lid{lua\_resume},  
and @Lid{lua\_yield}.

```
}
```

```
}
```

```
@C{-----}
@sect1{language| @title{The Language}}
```

```
@simplesect{
```

This section describes the lexis, the syntax, and the semantics of Lua.  
In other words,  
this section describes  
which tokens are valid,  
how they can be combined,  
and what their combinations mean.

Language constructs will be explained using the usual extended BNF notation,  
in which

@N{ @bnfrep{ @rep{a} } means 0} or more @rep{a}'s, and  
@N{ @bnfopt{ @rep{a} } means } an  
optional @rep{a}.

Non-terminals are shown like @bnfNter{non-terminal},

keywords are shown like @rw{kword},

and other terminal symbols are shown like @bnfter{=}.

The complete syntax of Lua can be found in @refsec{BNF}  
at the end of this manual.

```
}
```

```
@sect2{lexical| @title{Lexical Conventions}}
```

Lua is a @x{free-form} language.

It ignores spaces and comments between lexical elements (@x{tokens}),  
except as delimiters between two tokens.

In source code,

Lua recognizes as spaces the standard ASCII whitespace  
characters space, form feed, newline,  
carriage return, horizontal tab, and vertical tab.

```
@def{Names}
```

(also called @def{identifiers})  
in Lua can be any string of Latin letters,  
Arabic-Indic digits, and underscores,  
not beginning with a digit and  
not being a reserved word.  
Identifiers are used to name variables, table fields, and labels.

The following @def{keywords} are reserved  
and cannot be used as names:

```
@index{reserved words}
@verbatim{
and break do else elseif
 end
false for function goto if in
local nil not or repeat return
then true until while
}
```

Lua is a case-sensitive language:

@id{and} is a reserved word, but @id{And} and @id{AND}  
are two different, valid names.

As a convention,  
programs should avoid creating  
names that start with an underscore followed by  
one or more uppercase letters (such as @Lid{\_VERSION}).

The following strings denote other @x{tokens}:

```
@verbatim{
+ - * / % ^ #
& ~ | << >> //
== ~= <= >= < > =
() { } [] ::
; : ,
}
```

A @def{short literal string}  
can be delimited by matching single or double quotes,  
and can contain the following C-like escape sequences:

```
@Char{\a} (bell),
@Char{\b} (backspace),
@Char{\f} (form feed),
@Char{\n} (newline),
@Char{\r} (carriage return),
@Char{\t} (horizontal tab),
@Char{\v} (vertical tab),
@Char{\\} (backslash),
@Char{\"} (double quote)
```

(quotation mark [double quote]),  
and @Char{'} (apostrophe [single quote]).

A backslash followed by a line break  
results in a newline in the string.

The escape sequence @Char{\z} skips the following span  
of whitespace characters,

including line breaks;

it is particularly useful to break and indent a long literal string  
into multiple lines without adding the newlines and spaces  
into the string contents.

A short literal string cannot contain unescaped line breaks  
nor escapes not forming a valid escape sequence.

We can specify any byte in a short literal string,  
including @x{embedded zeros},  
by its numeric value.

This can be done

with the escape sequence @T{\x@rep{XX}},

where @rep{XX} is a sequence of exactly two hexadecimal digits,

or with the escape sequence @T{\@rep{ddd}},

where @rep{ddd} is a sequence of up to three decimal digits.

(Note that if a decimal escape sequence is to be followed by a digit,  
it must be expressed using exactly three digits.)

The @x{UTF-8} encoding

of a @x{Unicode} character

can be inserted in a literal string with

the escape sequence @T{\u{@rep{XXX}}}

(with mandatory enclosing braces),

where @rep{XXX} is a sequence of one or more hexadecimal digits  
representing the character code point.

This code point can be any value less than @M{2@sp{31}}.

(Lua uses the original UTF-8 specification here,  
which is not restricted to valid Unicode code points.)

Literal strings can also be defined using a long format  
enclosed by @def{long brackets}.

We define an @def{opening long bracket of level @rep{n}} as an opening  
square bracket followed by @rep{n} equal signs followed by another  
opening square bracket.

So, an opening long bracket of @N{level 0} is written as @T{[[, @C{]]}

an opening long bracket of @N{level 1} is written as @T{[=[, @C{]]}

and so on.

A @emph{closing long bracket} is defined similarly;

for instance,

a closing long bracket of @N{level 4} is written as @C{[[ @T{]====}].

A @def{long literal} starts with an opening long bracket

of any level and  
ends at the first closing long bracket of the same level.  
It can contain any text except a closing bracket of the same level.  
Literals in this bracketed form can run for several lines,  
do not interpret any escape sequences,  
and ignore long brackets of any other level.  
Any kind of end-of-line sequence  
(carriage return, newline, carriage return followed by newline,  
or newline followed by carriage return)  
is converted to a simple newline.  
When the opening long bracket is immediately followed by a newline,  
the newline is not included in the string.

As an example, in a system using ASCII  
(in which @Char{a} is coded @N{as 97},  
newline is coded @N{as 10}, and @Char{1} is coded @N{as 49}),  
the five literal strings below denote the same string:

```
@verbatim{
a = 'alo\n123"
a = "alo\n123"
a = "\97lo\10\04923"
a = [[alo
123"]]
a = [=[
alo
123"]]=]
}
```

Any byte in a literal string not  
explicitly affected by the previous rules represents itself.  
However, Lua opens files for  
parsing in text mode,  
and the system's file functions may have problems with  
some control characters.  
So, it is safer to represent  
binary data as a quoted literal with  
explicit escape sequences for the non-text characters.

A @def{numeric constant} (or @def{numeral})  
can be written with an optional fractional part  
and an optional decimal exponent,  
marked by a letter @Char{e} or @Char{E}.  
Lua also accepts @x{hexadecimal constants},  
which start with @T{0x} or @T{0X}.  
Hexadecimal constants also accept an optional fractional part  
plus an optional binary exponent,  
marked by a letter @Char{p} or @Char{P}.

A numeric constant with a radix point or an exponent denotes a float; otherwise, if its value fits in an integer or it is a hexadecimal constant, it denotes an integer; otherwise (that is, a decimal integer numeral that overflows), it denotes a float. Hexadecimal numerals with neither a radix point nor an exponent always denote an integer value; if the value overflows, it **@emph{wraps around}** to fit into a valid integer.

Examples of valid integer constants are

```
@verbatim{
3 345 0xff 0xBEBADA
}
```

Examples of valid float constants are

```
@verbatim{
3.0 3.1416 314.16e-2 0.31416E1 34e1
0x0.1E 0xA23p-4 0X1.921FB54442D18P+1
}
```

A **@def{comment}** starts with a double hyphen (**@T{--}**) anywhere outside a string. If the text immediately after **@T{--}** is not an opening long bracket, the comment is a **@def{short comment}**, which runs until the end of the line. Otherwise, it is a **@def{long comment}**, which runs until the corresponding closing long bracket.

```
}
```

```
@sect2{variables| @title{Variables}}
```

Variables are places that store values. There are three kinds of variables in Lua: global variables, local variables, and table fields.

A single name can denote a global variable or a local variable (or a function's formal parameter, which is a particular kind of local variable):

```
@Produc{
@producname{var} @producbody{ @bnfNter{Name} }
}
@bnfNter{Name} denotes identifiers @see{lexical}.
```

Any

variable name is assumed to be global unless explicitly declared as a local `@see{localvar}`.  
`@x{Local variables}` are `@emph{lexically scoped}`:  
local variables can be freely accessed by functions defined inside their scope `@see{visibility}`.

Before the first assignment to a variable, its value is `@nil`.

Square brackets are used to index a table:

```
@Produc{
 @producname{var}@producbody{prefixexp @bnfter{[] exp @bnfter{[]}}
}
```

The meaning of accesses to table fields can be changed via metatables `@see{metatable}`.

The syntax `@id{var.Name}` is just syntactic sugar for

```
@T{var["Name"]}:
@Produc{
 @producname{var}@producbody{prefixexp @bnfter{.} @bnfNter{Name}}
}
```

An access to a global variable `@id{x}`

is equivalent to `@id{_ENV.x}`.

Due to the way that chunks are compiled,  
the variable `@id{_ENV}` itself is never global `@see{globalenv}`.

```
}
```

```
@sect2{stats| @title{Statements}}
```

```
@simplesect{
```

Lua supports an almost conventional set of `@x{statements}`, similar to those in other conventional languages.

This

set includes

blocks, assignments, control structures, function calls,  
and variable declarations.

```
}
```

```
@sect3{ @title{Blocks}}
```

A `@x{block}` is a list of statements,  
which are executed sequentially:

```
@Produc{
 @producname{block}@producbody{ @bnfrep{stat}}
}
```

Lua has `@def{empty statements}`  
that allow you to separate statements with semicolons,  
start a block with a semicolon  
or write two semicolons in sequence:  
`@Produc{`  
`@producname{stat}@producbody{@bnfter{;}}`  
`}`

Both function calls and assignments  
can start with an open parenthesis.  
This possibility leads to an ambiguity in Lua's grammar.  
Consider the following fragment:

```
@verbatim{
a = b + c
(print or io.write)('done')
}
```

The grammar could see this fragment in two ways:

```
@verbatim{
a = b + c(print or io.write)('done')
```

```
a = b + c; (print or io.write)('done')
}
```

The current parser always sees such constructions  
in the first way,  
interpreting the open parenthesis  
as the start of the arguments to a call.

To avoid this ambiguity,  
it is a good practice  
to always precede with a semicolon  
statements that start with a parenthesis:

```
@verbatim{
;(print or io.write)('done')
}
```

A block can be explicitly delimited to produce a single statement:

```
@Produc{
@producname{stat}@producbody{@Rw{do} block @Rw{end}}
}
```

Explicit blocks are useful  
to control the scope of variable declarations.  
Explicit blocks are also sometimes used to  
add a `@Rw{return}` statement in the middle  
of another block `@see{control}`.

```
}
```

```
@sect3{chunks| @title{Chunks}}
```

The unit of compilation of Lua is called a `@def{chunk}`.

Syntactically,

a chunk is simply a block:

```
@Produc{
@producname{chunk}@producbody{block}
}
```

Lua handles a chunk as the body of an anonymous function with a variable number of arguments

`@see{func-def}`.

As such, chunks can define local variables, receive arguments, and return values.

Moreover, such anonymous function is compiled as in the scope of an external local variable called `@id{_ENV}` `@see{globalenv}`.

The resulting function always has `@id{_ENV}` as its only external variable, even if it does not use that variable.

A chunk can be stored in a file or in a string inside the host program.

To execute a chunk,

Lua first `@emph{loads}` it,

precompiling the chunk's code into instructions for a virtual machine,

and then Lua executes the compiled code

with an interpreter for the virtual machine.

Chunks can also be precompiled into binary form;

see the program `@idx{luac}` and the function `@Lid{string.dump}` for details.

Programs in source and compiled forms are interchangeable;

Lua automatically detects the file type and acts accordingly `@seeF{load}`.

}

`@sect3{assignment| @title{Assignment}}`

Lua allows `@x{multiple assignments}`.

Therefore, the syntax for assignment

defines a list of variables on the left side

and a list of expressions on the right side.

The elements in both lists are separated by commas:

```
@Produc{
@producname{stat}@producbody{varlist @bnfter{=} explist}
@producname{varlist}@producbody{var @bnfrep{@bnfter{,} var}}
@producname{explist}@producbody{exp
@bnfrep{@bnfter{,} exp}}
}
```

Expressions are discussed in `@See{expressions}`.

Before the assignment,



the list of values is `@emph{adjusted}` to the length of the list of variables.`@index{adjustment}`  
If there are more values than needed, the excess values are thrown away.  
If there are fewer values than needed, the list is extended with `@nil`'s.  
If the list of expressions ends with a function call, then all values returned by that call enter the list of values, before the adjustment (except when the call is enclosed in parentheses; see `@See{expressions}`).

If a variable is both assigned and read inside a multiple assignment, Lua ensures all reads get the value of the variable before the assignment.

Thus the code

```
@verbatim{
i = 3
i, a[i] = i+1, 20
}
```

sets `@T{a[3]}` to 20, without affecting `@T{a[4]}` because the `@id{i}` in `@T{a[i]}` is evaluated (to 3) before it is `@N{assigned 4}`.

Similarly, the line

```
@verbatim{
x, y = y, x
}
```

exchanges the values of `@id{x}` and `@id{y}`, and

```
@verbatim{
x,
y, z = y, z, x
}
```

cyclically permutes the values of `@id{x}`, `@id{y}`, and `@id{z}`.

Note that this guarantee covers only accesses syntactically inside the assignment statement.

If a function or a metamethod called during the assignment changes the value of a variable, Lua gives no guarantees about the order of that access.

An assignment to a global name `@T{x = val}` is equivalent to the assignment `@T{_ENV.x = val}` `@see{globalenv}`.

The meaning of assignments to table fields and global variables (which are actually table fields, too) can be changed via metatables `@see{metatable}`.

```
}
```

```
@sect3{control| @title{Control Structures}
```

The control structures

@Rw{if}, @Rw{while}, and @Rw{repeat} have the usual meaning and familiar syntax:

```
@index{ while-do statement }
```

```
@index{ repeat-until statement }
```

```
@index{ if-then-else statement }
```

```
@Produc{
```

```
@producname{stat} @producbody{ @Rw{while} exp @Rw{do} block @Rw{end} }
```

```
@producname{stat} @producbody{ @Rw{repeat} block @Rw{until} exp }
```

```
@producname{stat} @producbody{ @Rw{if}
```

```
exp @Rw{then} block
```

```
@bnfrep{ @Rw{elseif} exp @Rw{then} block }
```

```
@bnfoft{ @Rw{else} block } @Rw{end} }
```

```
}
```

Lua also has a @Rw{for} statement, in two flavors @see{for}.

The @x{condition expression} of a control structure can return any value.

Both @false and @nil test false.

All values different from @nil and @false test true.

In particular, the number 0 and the empty string also test true.

In the @Rw{repeat}@En@Rw{until} loop, the inner block does not end at the @Rw{until} keyword, but only after the condition.

So, the condition can refer to local variables declared inside the loop block.

The @Rw{goto} statement transfers the program control to a label.

For syntactical reasons,

labels in Lua are considered statements too:

```
@index{ goto statement }
```

```
@index{ label }
```

```
@Produc{
```

```
@producname{stat} @producbody{ @Rw{goto} Name }
```

```
@producname{stat} @producbody{ label }
```

```
@producname{label} @producbody{ @bnfter{::} Name @bnfter{::} }
```

```
}
```

A label is visible in the entire block where it is defined, except inside nested functions.

A goto may jump to any visible label as long as it does not enter into the scope of a local variable.

A label should not be declared  
where a label with the same name is visible,  
even if this other label has been declared in an enclosing block.

Labels and empty statements are called `@def{void statements}`,  
as they perform no actions.

The `@Rw{break}` statement terminates the execution of a  
`@Rw{while}`, `@Rw{repeat}`, or `@Rw{for}` loop,  
skipping to the next statement after the loop:

```
@index{break statement}
@Produc{
@producname{stat}@producbody{@Rw{break}}
}
```

A `@Rw{break}` ends the innermost enclosing loop.

The `@Rw{return}` statement is used to return values  
from a function or a chunk  
(which is handled as an anonymous function).

```
@index{return statement}
```

Functions can return more than one value,  
so the syntax for the `@Rw{return}` statement is

```
@Produc{
@producname{stat}@producbody{@Rw{return} @bnfopt{explist} @bnfter{;}}
}
```

The `@Rw{return}` statement can only be written  
as the

last statement of a block.

If it is necessary to `@Rw{return}` in the middle of a block,

then an explicit inner block can be used,

as in the idiom `@T{do return end}`,

because now `@Rw{return}` is the last statement in its (inner) block.

```
}
```

```
@sect3{for| @title{For Statement}
```

```
@index{for statement}
```

The `@Rw{for}` statement has two forms:

one numerical and one generic.

```
@sect4{@title{The numerical @Rw{for} loop}
```

The numerical `@Rw{for}` loop repeats a block of code while a  
control variable goes through an arithmetic progression.

It has the following syntax:

```
@Produc{
```

```
@producname{stat}@producbody{@Rw{for} @bnfNter{Name} @bnfter{=}
exp @bnfter{,} exp @bnfopt{@bnfter{,} exp} @Rw{do} block @Rw{end}}
}
```

The given identifier (`@bnfNter{Name}`) defines the control variable, which is a new variable local to the loop body (`@emph{block}`).

The loop starts by evaluating once the three control expressions.

Their values are called respectively

the `@emph{initial value}`, the `@emph{limit}`, and the `@emph{step}`.

If

the step is absent, it defaults `@N{to 1}`.

If both the initial value and the step are integers,

the loop is done with integers;

note that the limit may not be an integer.

Otherwise, the three values are converted to

floats and the loop is done with floats.

Beware of floating-point accuracy in this case.

After that initialization,

the loop body is repeated with the value of the control variable

going through an arithmetic progression,

starting at the initial value,

with a common difference given by the step.

A negative step makes a decreasing sequence;

a step equal to zero raises an error.

The loop continues while the value is less than

or equal to the limit

(greater than or equal to for a negative step).

If the initial value is already greater than the limit

(or less than, if the step is negative),

the body is not executed.

For integer loops,

the control variable never wraps around;

instead, the loop ends in case of an overflow.

You should not change the value of the control variable

during

the loop.

If you need its value after the loop,

assign it to another variable before exiting the loop.

```
}
```

```
@sect4{@title{The generic @Rw{for} loop}
```

The generic `@Rw{for}` statement works over functions, called `@def{iterators}`.

On each iteration, the iterator function is called to produce a new value, stopping when this new value is `@nil`.

The generic `@Rw{for}` loop has the following syntax:

```
@Produc{
@producname{stat}@producbody{@Rw{for} namelist @Rw{in} explist
 @Rw{do} block @Rw{end}}
@producname{namelist}@producbody{@bnfNter{Name} @bnfrep{@bnfter{,} @bnfNter{Name}}
}
```

A `@Rw{for}` statement like

```
@verbatim{
for @rep{var_1}, @Cdots, @rep{var_n} in @rep{explist} do @rep{body} end
}
```

works as follows.

The names `@rep{var_i}` declare loop variables local to the loop body.

The first of these variables is the `@emph{control variable}`.

The loop starts by evaluating `@rep{explist}`

to produce four values:

an `@emph{iterator function}`,

a `@emph{state}`,

an initial value for the

control variable,

and a `@emph{closing value}`.

Then, at each iteration,

Lua calls the iterator function with two arguments:

the state and the control variable.

The results from this call are then assigned to the loop variables,

following the rules of multiple assignments `@see{assignment}`.

If the control variable becomes `@nil`,

the loop terminates.

Otherwise, the body is executed and the loop goes

to the next iteration.

The closing value behaves like a

to-be-closed variable `@see{to-be-closed}`,

which can be used to release resources when the loop ends.

Otherwise, it does not interfere with the loop.

You should not change the value of the control variable

during the loop.

```
}
```

```
}
```

@sect3{funcstat| @title{Function Calls as Statements}}

To allow possible side-effects,  
function calls can be executed as statements:

```
@Produc{
@producname{stat}@producbody{functioncall}
}
```

In this case, all returned values are thrown away.  
Function calls are explained in @See{functioncall}.

}

@sect3{localvar| @title{Local  
Declarations}}

@x{Local variables} can be declared anywhere inside a block.

The declaration can include an initialization:

```
@Produc{
@producname{stat}@producbody{@Rw{local} attnamelist @bnfopt{@bnfter{=} explist}}
@producname{attnamelist}@producbody{
@bnfNter{Name} attrib @bnfrep{@bnfter{,} @bnfNter{Name} attrib}}
}
```

If present, an initial assignment has the same semantics  
of a multiple assignment @see{assignment}.

Otherwise, all variables are initialized with @nil.

Each variable name may be postfixed by an attribute  
(a name between angle brackets):

```
@Produc{
@producname{attrib}@producbody{@bnfopt{@bnfter{<} @bnfNter{Name} @bnfter{>}}
}
```

There are two possible attributes:

@id{const}, which declares a @x{constant variable},

that is, a variable that cannot be assigned to  
after its initialization;

and @id{close}, which declares a to-be-closed variable @see{to-be-closed}.

A list of variables can contain at most one to-be-closed variable.

A chunk is also a block @see{chunks},

and

so local variables can be declared in a chunk outside any explicit block.

The visibility rules for local variables are explained in @See{visibility}.

}

@sect3{to-be-closed| @title{To-be-closed Variables}}

A to-be-closed variable behaves like a constant local variable,

except that its value is `@emph{closed}` whenever the variable goes out of scope, including normal block termination, exiting its block by `@Rw{break}/@Rw{goto}/@Rw{return}`, or exiting by an error.

Here, to `@emph{close}` a value means to call its `@idx{__close}` metamethod. When calling the metamethod, the value itself is passed as the first argument and the error object that caused the exit (if any) is passed as a second argument; if there was no error, the second argument is `@nil`.

The value assigned to a to-be-closed variable must have a `@idx{__close}` metamethod or be a false value. (`@nil` and `@false` are ignored as to-be-closed values.)

If several to-be-closed variables go out of scope at the same event, they are closed in the reverse order that they were declared.

If there is any error while running a closing method, that error is handled like an error in the regular code where the variable was defined. After an error, the other pending closing methods will still be called.

If a coroutine yields and is never resumed again, some variables may never go out of scope, and therefore they will never be closed. (These variables are the ones created inside the coroutine and in scope at the point where the coroutine yielded.) Similarly, if a coroutine ends with an error, it does not unwind its stack, so it does not close any variable. In both cases, you can either use finalizers or call `@Lid{coroutine.close}` to close the variables. However, if the coroutine was created through `@Lid{coroutine.wrap}`, then its corresponding function will close the coroutine in case of errors.

}

}

@sect2{expressions| @title{Expressions}}

@simplesect{

The basic expressions in Lua are the following:

```
@Produc{
@producname{exp}@producbody{prefixexp}
@producname{exp}@producbody{@Rw{nil}
@Or @Rw{false} @Or @Rw{true}}
@producname{exp}@producbody{@bnfNter{Numeral}}
@producname{exp}@producbody{@bnfNter{LiteralString}}
@producname{exp}@producbody{functiondef}
@producname{exp}@producbody{tableconstructor}
@producname{exp}@producbody{@bnfter{...}}
@producname{exp}@producbody{exp binop exp}
@producname{exp}@producbody{unop exp}
@producname{prefixexp}@producbody{var @Or functioncall @Or
@bnfter{() exp @bnfter{}}}}
}
```

Numerals and literal strings are explained in @See{lexical};

variables are explained in @See{variables};

function definitions are explained in @See{func-def};

function calls are explained in @See{functioncall};

table constructors are explained in @See{tableconstructor}.

Vararg expressions,

denoted by three dots (@Char{...}), can only be used when

directly inside a vararg function;

they are explained in @See{func-def}.

Binary operators comprise arithmetic operators @see{arith},

bitwise

operators @see{bitwise},

relational operators @see{rel-ops}, logical operators @see{logic},

and the concatenation operator @see{concat}.

Unary operators comprise the unary minus @see{arith},

the unary bitwise NOT @see{bitwise},

the unary logical @Rw{not} @see{logic},

and the unary @def{length operator} @see{len-op}.

Both function calls and vararg expressions can result in multiple values.

If a function call is used as a statement @see{funcstat},

then its return list is adjusted to zero elements,

thus discarding all returned values.

If an expression is used as the last (or the only) element

of a list of expressions,

then no adjustment is made

(unless the expression is enclosed in parentheses).



In all other contexts,  
Lua adjusts the result list to one element,  
either discarding all values except the first one  
or adding a single @nil if there are no values.

Here are some examples:

```
@verbatim{
f() -- adjusted to 0 results
g(f(), x) -- f() is adjusted
 to 1 result
g(x, f()) -- g gets x plus all results from f()
a,b,c = f(), x -- f() is adjusted to 1 result (c gets nil)
a,b = ... -- a gets the first vararg argument, b gets
 -- the second (both a and b can get nil if there
 -- is no corresponding vararg argument)

a,b,c = x, f() -- f() is adjusted to 2 results
a,b,c = f() -- f() is adjusted to 3 results
return f() -- returns all results from f()
return ... -- returns all received vararg arguments
return x,y,f() -- returns x, y, and all results from f()
{f()} -- creates a list with all results from f()
{...} -- creates a list with all vararg arguments
{f(), nil} -- f() is adjusted to 1 result
}

```

Any expression enclosed in parentheses always results in only one value.

Thus,

@T{(f(x,y,z))} is always a single value,

even if @id{f} returns several values.

(The value of @T{(f(x,y,z))} is the first value returned by @id{f}

or

@nil if @id{f} does not return any values.)

}

```
@sect3{arith| @title{Arithmetic Operators}
```

Lua supports the following @x{arithmetic operators}:

```
@description{
```

```
@item{@T{+}|addition}
```

```
@item{@T{-}|subtraction}
```

```
@item{@T{*}|multiplication}
```

```
@item{@T{/}|float division}
```

```
@item{@T{//}|floor division}
```

```
@item{@T{%}|modulo}
```

```
@item{@T{^}|exponentiation}
```

```
@item{@T{-}|unary minus}
```

}

With the exception of exponentiation and float division,  
the arithmetic operators work as follows:

If both operands are integers,

the operation is performed over integers and the result is an integer.

Otherwise, if both operands are numbers,

then they are converted to floats,

the operation is performed following the machine's rules

for floating-point arithmetic

(usually the @x{IEEE 754} standard),

and the result is a float.

(The string library coerces strings to numbers in  
arithmetic operations; see @See{coercion} for details.)

Exponentiation and float division (@T{/})

always convert their operands to floats

and the result

is always a float.

Exponentiation uses the @ANSI{pow},

so that it works for non-integer exponents too.

Floor division (@T{//}) is a division

that rounds the quotient towards minus infinity,

resulting in the floor of the division of its operands.

Modulo is defined as the remainder of a division

that rounds the quotient towards minus infinity (floor division).

In case of overflows in integer arithmetic,

all operations @emphx{wrap around}.

}

@sect3{bitwise| @title{Bitwise Operators}}

Lua supports the following @x{bitwise operators}:

@description{

@item{@T{&}|bitwise AND}

@item{@T{@VerBar}|bitwise OR}

@item{@T{~}|bitwise exclusive OR}

@item{@T{>>}|right shift}

@item{@T{<<}|left shift}

@item{@T{~}|unary bitwise NOT}

}

All bitwise operations convert its operands to integers

@see{coercion},

operate on all bits of those integers,

and result in an integer.

Both right and left shifts fill the vacant bits with zeros.  
Negative displacements shift to the other direction;  
displacements with  
absolute values equal to or higher than  
the number of bits in an integer  
result in zero (as all bits are shifted out).

}

@sect3{coercion| @title{Coercions and Conversions}

Lua provides some automatic conversions between some  
types and representations at run time.

Bitwise operators always convert float operands to integers.

Exponentiation and float division

always convert integer operands to floats.

All other arithmetic operations applied to mixed numbers  
(integers and floats) convert the integer operand to a float.

The C API also converts both integers to floats and  
floats to integers, as needed.

Moreover, string concatenation accepts numbers as arguments,  
besides strings.

In a conversion from integer to float,  
if the integer value has an exact representation as a float,  
that is the result.

Otherwise,

the conversion gets the nearest higher or  
the nearest lower representable value.

This kind of conversion never fails.

The conversion from float to integer  
checks whether the float has  
an exact representation as an integer  
(that is, the float has an integral value and  
it is in the range of integer representation).

If it does, that representation is the result.

Otherwise, the conversion fails.

Several places in Lua coerce strings to numbers when necessary.

In particular,

the string library sets metamethods that try to coerce  
strings to numbers in all arithmetic operations.

If the conversion fails,

the library calls the metamethod of the other operand  
(if present) or it raises an error.

Note that bitwise operators do not do this coercion.

Nonetheless, it is always a good practice not to rely on these implicit coercions, as they are not always applied; in particular, `@T{"1"==1}` is false and `@T{"1"<1}` raises an error `@see{rel-ops}`.

These coercions exist mainly for compatibility and may be removed in future versions of the language.

A string is converted to an integer or a float following its syntax and the rules of the Lua lexer.

The string may have also leading and trailing whitespaces and a sign.

All conversions from strings to numbers accept both a dot and the current locale mark as the radix character.

(The Lua lexer, however, accepts only a dot.)

If the string is not a valid numeral, the conversion fails.

If necessary, the result of this first step is then converted to a specific number subtype following the previous rules for conversions between floats and integers.

The conversion from numbers to strings uses a non-specified human-readable format.

To convert numbers to strings in any specific way, use the function `@Lid{string.format}`.

}

@sect3{rel-ops| @title{Relational Operators}

Lua supports the following `@x{relational operators}`:

@description{

@item{ @T{==} |equality }

@item{ @T{~=} |inequality }

@item{ @T{<} |less than }

@item{ @T{>} |greater than }

@item{ @T{<=} |less or equal }

@item{ @T{>=} |greater or equal }

}

These operators always result in `@false` or `@true`.

Equality (`@T{==}`) first compares the type of its operands.

If the types are different, then the result is `@false`.

Otherwise, the values of the operands are compared.

Strings are equal if they have the same byte content.

Numbers are equal if they denote the same mathematical value.

Tables, userdata, and threads

are compared by reference:  
two objects are considered equal only if they are the same object.  
Every time you create a new object  
(a table, a userdata, or a thread),  
this new object is different from any previously existing object.  
A function is always equal to itself.  
Functions with any detectable difference  
(different behavior, different definition) are always different.  
Functions created at different times but with no detectable differences  
may be classified as equal or not  
(depending on internal caching details).

You can change the way that Lua compares tables and userdata  
by using the `@idx{__eq}` metamethod `@see{metatable}`.

Equality comparisons do not convert strings to numbers  
or vice versa.  
Thus, `@T{"0"}==0` evaluates to `@false`,  
and `@T{t[0]}` and `@T{t["0"]}`  
denote different  
entries in a table.

The operator `@T{~=}` is exactly the negation of equality (`@T{==}`).

The order operators work as follows.  
If both arguments are numbers,  
then they are compared according to their mathematical values,  
regardless of their subtypes.  
Otherwise, if both arguments are strings,  
then their values are compared according to the current locale.  
Otherwise, Lua tries to call the `@idx{__lt}` or the `@idx{__le}`  
metamethod `@see{metatable}`.  
A comparison `@T{a > b}` is translated to `@T{b < a}`  
and `@T{a >= b}` is translated to `@T{b <= a}`.

Following the `@x{IEEE 754}` standard,  
the special value `@x{NaN}` is considered neither less than,  
nor equal to, nor greater than any value, including itself.

}

`@sect3{logic| @title{Logical Operators}`

The `@x{logical operators}` in Lua are  
`@Rw{and}`, `@Rw{or}`, and `@Rw{not}`.

Like the control structures `@see{control}`,  
all logical operators consider both `@false` and `@nil` as false  
and anything else as true.

The negation operator `@Rw{not}` always returns

`@false` or `@true`.

The conjunction operator `@Rw{and}` returns its first argument if this value is `@false` or `@nil`;

otherwise, `@Rw{and}` returns its second argument.

The disjunction operator `@Rw{or}` returns its first argument

if this value is different from `@nil` and `@false`;

otherwise, `@Rw{or}` returns its second argument.

Both `@Rw{and}` and `@Rw{or}` use `@x{short-circuit evaluation}`;

that is,

the second operand is evaluated only if necessary.

Here are some examples:

```
@verbatim{
10 or 20 --> 10
10 or error() --> 10
nil or "a" --> "a"
nil and 10 --> nil
false and error() --> false
false and nil --> false
false or nil --> nil
10 and 20 --> 20
}
}
```

```
@sect3{concat| @title{Concatenation}
```

The string `@x{concatenation}` operator in Lua is denoted by two dots (`@Char{..}`).

If both operands are strings or numbers,

then the numbers are converted to strings

in a non-specified format `@see{coercion}`.

Otherwise, the `@idx{__concat}` metamethod is called

`@see{metatable}`.

```
}
```

```
@sect3{len-op| @title{The Length Operator}
```

The length operator is denoted by the unary prefix operator `@T{#}`.

The length of a string is its number of bytes.

(That is the usual meaning of string length when each character is one byte.)

The length operator applied on a table

returns a `@x{border}` in that table.

A `@def{border}` in a table `@id{t}` is any non-negative integer

that satisfies the following condition:

```
@verbatim{
(border == 0 or t[border] ~= nil) and
(t[border + 1] == nil or border == math.maxinteger)
}
```

In words,

a border is any positive integer index present in the table

that is followed by an absent index,

plus two limit cases:

zero, when index 1 is absent;

and the maximum value for an integer, when that index is present.

Note that keys that are not positive integers

do not interfere with borders.

A table with exactly one border is called a `@def{sequence}`.

For instance, the table `@T{{10, 20, 30, 40, 50}}` is a sequence,

as it has only one border (5).

The

table `@T{{10, 20, 30, nil, 50}}` has two borders (3 and 5),

and therefore it is not a sequence.

(The `@nil` at index 4 is called a `@emphx{hole}`.)

The table `@T{{nil, 20, 30, nil, nil, 60, nil}}`

has three borders (0, 3, and 6),

so it is not a sequence, too.

The table `@T{{}}` is a sequence with border 0.

When `@id{t}` is a sequence,

`@T{#t}` returns its only border,

which corresponds to the intuitive notion of the length of the sequence.

When `@id{t}` is not a sequence,

`@T{#t}` can return any of its borders.

(The exact one depends on details of

the internal representation of the table,

which in turn can depend on how the table was populated and

the memory addresses of its non-numeric keys.)

The computation of the length of a table

has a guaranteed worst time of `@M{O(log n)}`,

where `@M{n}` is the largest integer key in the table.

A program can modify the behavior of the length operator for

any value but strings through the `@idx{__len}` metamethod `@see{metatable}`.

```
}
```

```
@sect3{prec| @title{Precedence}
```

```
@x{Operator
```

```
precedence} in Lua follows the table below,
```

```
from lower to higher priority:
```

```

@verbatim{
or
and
< > <= >= ~= ==
|
~
&
<< >>
..
+ -
* / // %
unary operators (not # - ~)
^
}

```

As usual,  
you can use parentheses to change the precedences of an expression.  
The concatenation (@Char{..}) and exponentiation (@Char{^})  
operators are right associative.  
All other binary operators are left associative.

```

}
```

```

@sect3{tableconstructor| @title{Table Constructors}
```

Table @x{constructors} are expressions that create tables.

Every time a constructor is evaluated, a new table is created.

A constructor can be used to create an empty table

or to create a table and initialize some of its fields.

The general syntax for constructors is

```

@Produc{
@producname{tableconstructor}@produciblebody{@bnfter{@Open} @bnfopt{fieldlist} @bnfter{@Close}}
@producname{fieldlist}@produciblebody{field @bnfrep{fieldsep field} @bnfopt{fieldsep}}
@producname{field}@produciblebody{@bnfter{[] exp
@bnfter{[]} @bnfter{=} exp @Or
@bnfNter{Name} @bnfter{=} exp @Or exp}
@producname{fieldsep}@produciblebody{@bnfter{,} @Or @bnfter{;}}
}

```

Each field of the form @T{[exp1] = exp2} adds to the new table an entry  
with key @id{exp1} and value @id{exp2}.

A field of the form @T{name = exp} is equivalent to

@T{["name"] = exp}.

Fields of the form @id{exp} are equivalent to

@T{[i] = exp}, where @id{i} are consecutive integers  
starting with 1;

fields in the other formats do not affect this counting.

For example,

```

@verbatim{
a = { [f(1)] = g; "x", "y"; x = 1, f(x), [30] = 23; 45 }

```



```

}
is equivalent to
@verbatim{
do
local t = {}
t[f(1)] = g
t[1] = "x" -- 1st exp
t[2] = "y" -- 2nd exp
t.x = 1 -- t["x"] = 1
t[3] = f(x) -- 3rd exp
t[30] = 23
t[4] = 45 -- 4th exp
a = t
end
}

```

The order of the assignments in a constructor is undefined.  
(This order would be relevant only when there are repeated keys.)

If the last field in the list has the  
form `@id{exp}`  
and the expression is a function call or a vararg expression,  
then all values returned by this expression enter the list consecutively  
`@see{functioncall}`.

The field list can have an optional trailing separator,  
as a convenience for machine-generated code.

```

}

```

```

@sect3{functioncall| @title{Function Calls}
A @x{function call} in Lua has the following syntax:
@Produc{
@producname{functioncall}@producbody{prefixexp args}
}

```

In a function call,  
first `@bnfNter{prefixexp}` and `@bnfNter{args}` are evaluated.  
If the value of `@bnfNter{prefixexp}` has type `@emph{function}`,  
then this function is called  
with the given arguments.  
Otherwise, if present,  
the `@bnfNter{prefixexp} @idx{__call}` metamethod is called:  
its first argument is the value of `@bnfNter{prefixexp}`,  
followed by the original call arguments  
`@see{metatable}`.

The form  
`@Produc{`

```
@producname{functioncall}@producbody{prefixexp @bnfter{:} @bnfNter{Name} args}
}
```

can be used to emulate methods.

A call `@T{v:name(@rep{args})}`

is syntactic

sugar for `@T{v.name(v,@rep{args})}`,

except that `@id{v}` is evaluated only once.

Arguments have the following syntax:

```
@Produc{
 @producname{args}@producbody{ @bnfter{(} @bnfopt{explist} @bnfter{)}}
 @producname{args}@producbody{tableconstructor}
 @producname{args}@producbody{ @bnfNter{LiteralString}}
}
```

All argument expressions are evaluated before the call.

A call of the form `@T{f(@rep{fields})}` is

syntactic sugar for `@T{f({@rep{fields}})}`;

that is, the argument list is a single new table.

A call of the form `@T{f'@rep{string}'}`

(or `@T{f"@rep{string}"}` or `@T{f[[@rep{string}]}`)

is syntactic sugar for `@T{f('@rep{string}')`;

that is, the argument list is a single literal string.

A call of the form `@T{return @rep{functioncall}}` not in the scope of a to-be-closed variable is called a `@def{tail call}`.

Lua implements `@def{proper tail calls}`

(or `@def{proper tail recursion}`):

in a tail call,

the called function reuses the stack entry of the calling function.

Therefore, there is no limit on the

number of nested tail calls that

a program can execute.

However, a tail call erases any debug information about the calling function.

Note that a tail call only happens with a particular syntax,

where the `@Rw{return}` has one single function call as argument,

and it is outside the scope of any to-be-closed variable.

This syntax makes the calling function return exactly

the returns of the called function,

without any intervening action.

So, none of the following examples are tail calls:

```
@verbatim{
return (f(x)) -- results adjusted to 1
return 2 * f(x) -- result multiplied by 2
return x, f(x) -- additional results
f(x); return -- results discarded
return x or f(x) -- results adjusted to 1
}
```

```
}
```

```
@sect3{func-def| @title{Function Definitions}
```

The syntax for function definition is

```
@Produc{
@producname{functiondef}@producbody{@Rw{function} funcbody}
@producname{funcbody}@producbody{@bnfter{() @bnfoft{parlist} @bnfter{}} block @Rw{end}}
}
```

The following syntactic

sugar simplifies function definitions:

```
@Produc{
@producname{stat}@producbody{@Rw{function} funcname funcbody}
@producname{stat}@producbody{@Rw{local} @Rw{function} @bnfNter{Name} funcbody}
@producname{funcname}@producbody{@bnfNter{Name} @bnfrep{@bnfter{.} @bnfNter{Name}}}
@bnfoft{@bnfter{:} @bnfNter{Name}}}
}
```

The statement

```
@verbatim{
function f () @rep{body} end
}
```

translates to

```
@verbatim{
f = function () @rep{body} end
}
```

The statement

```
@verbatim{
function t.a.b.c.f () @rep{body} end
}
```

translates to

```
@verbatim{
t.a.b.c.f = function () @rep{body} end
}
```

The statement

```
@verbatim{
local function f () @rep{body} end
}
```

translates to

```
@verbatim{
local f; f = function () @rep{body} end
}
```

not to

```
@verbatim{
local f = function () @rep{body} end
}
```

(This only makes a difference when the body of the function

contains references to @id{f}.)

A function definition is an executable expression,  
whose value has type @emph{function}.

When Lua precompiles a chunk,  
all its function bodies are precompiled too,  
but

they are not created yet.

Then, whenever Lua executes the function definition,  
the function is @emph{instantiated} (or @emph{closed}).

This function instance, or @emphx{closure},  
is the final value of the expression.

Parameters act as local variables that are  
initialized with the argument values:

```
@Produc{
@producname{parlist}@producbody{namelist @bnfopt{ @bnfter{,} @bnfter{...}} @Or
@bnfter{...}}
}
```

When a Lua function is called,  
it adjusts its list of @x{arguments} to  
the length of its list of parameters,  
unless the function is a @def{vararg function},  
which is indicated by three dots (@Char{...})  
at the end of its parameter list.

A vararg function does not adjust its argument list;  
instead, it collects all extra arguments and supplies them  
to the function through a @def{vararg expression},  
which is also written as three dots.

The value of this expression is a list of all actual extra arguments,  
similar to a function with multiple results.

If a vararg expression is used inside another  
expression

or in the middle of a list of expressions,  
then its return list is adjusted to one element.

If the expression is used as the last element of a list of expressions,  
then no adjustment is made  
(unless that last expression is enclosed in parentheses).

As an example, consider the following definitions:

```
@verbatim{
function f(a, b) end
function g(a, b, ...) end
function r() return 1,2,3 end
}
```

Then, we have the following mapping from arguments to parameters and  
to the vararg expression:

```
@verbatim{
CALL PARAMETERS
```

```
f(3) a=3, b=nil
f(3, 4) a=3, b=4
f(3, 4, 5) a=3, b=4
f(r(), 10) a=1, b=10
f(r()) a=1, b=2
```

```
g(3) a=3, b=nil, ... --> (nothing)
g(3, 4) a=3, b=4, ... --> (nothing)
g(3, 4, 5, 8) a=3, b=4, ... --> 5 8
g(5, r()) a=5, b=1, ... --> 2 3
}
```

Results are returned using the `@Rw{return}` statement `@see{control}`.

If control reaches the end of a function without encountering a `@Rw{return}` statement,

then the function returns with no results.

```
@index{multiple return}
```

There is a system-dependent limit on the number of values that a function may return.

This limit is guaranteed to be greater than 1000.

The `@emphx{colon}` syntax

is used to emulate `@def{methods}`,

adding an implicit extra parameter `@idx{self}` to the function.

Thus, the statement

```
@verbatim{
function t.a.b.c:f (@rep{params}) @rep{body} end
}
```

is syntactic sugar for

```
@verbatim{
t.a.b.c.f = function (self, @rep{params}) @rep{body} end
}
```

```
}
```

```
}
```

```
@sect2{visibility| @title{Visibility Rules}}
```

```
@index{visibility}
```

Lua is a lexically scoped language.

The scope of a local variable begins at the first statement after its declaration and lasts until the last non-void statement

of the innermost block that includes the declaration.

Consider the following example:

```
@verbatim{
x = 10 -- global variable
do -- new block
 local x = x -- new 'x', with value 10
 print(x) --> 10
 x = x+1
do -- another block
 local x = x+1 -- another 'x'
 print(x) --> 12
end
print(x) --> 11
end
print(x) --> 10 (the global one)
}
```

Notice that, in a declaration like `@T{local x = x}`, the new `@id{x}` being declared is not in scope yet, and so the second `@id{x}` refers to the outside variable.

Because of the `@x{lexical scoping}` rules, local variables can be freely accessed by functions defined inside their scope.

A local variable used by an inner function is called an `@def{upvalue}` (or `@emphx{external local variable}`, or simply `@emphx{external variable}`) inside the inner function.

Notice that each execution of a `@Rw{local}` statement defines new local variables.

Consider the following example:

```
@verbatim{
a = { }
local x = 20
for i = 1, 10 do
 local y = 0
 a[i] = function () y = y + 1; return x + y end
end
}
```

The loop creates ten closures (that is, ten instances of the anonymous function).

Each of these closures uses a different `@id{y}` variable, while all of them share the same `@id{x}`.

```
}
```

```
}
```

@C{-----}

@sect1{API|@title{The Application Program Interface}}

@simplesect{

@index{C API}

This section describes the @N{C API} for Lua, that is, the set of @N{C functions} available to the host program to communicate with Lua.

All API functions and related types and constants are declared in the header file @defid{lua.h}.

Even when we use the term @Q{function}, any facility in the API may be provided as a macro instead. Except where stated otherwise, all such macros use each of their arguments exactly once (except for the first argument, which is always a Lua state), and so do not generate any hidden side-effects.

As in most @N{C libraries}, the Lua API functions do not check their arguments for validity or consistency. However, you can change this behavior by compiling Lua with the macro @defid{LUA\_USE\_APICHECK} defined.

The Lua library is fully reentrant: it has no global variables. It keeps all information it needs in a dynamic structure, called the @def{Lua state}.

Each Lua state has one or more threads, which correspond to independent, cooperative lines of execution. The type @Lid{lua\_State} (despite its name) refers to a thread. (Indirectly, through the thread, it also refers to the Lua state associated to the thread.)

A pointer to a thread must be passed as the first argument to every function in the library, except to @Lid{lua\_newstate}, which creates a Lua state from scratch and returns a pointer to the @emph{main thread} in the new state.

}

@sect2{@title{The Stack}}

@simplesect{

Lua uses a @emph{virtual stack} to pass values to and from C.

Each element in this stack represents a Lua value

(@nil, number, string, etc.).

Functions in the API can access this stack through the

Lua state parameter that they receive.

Whenever Lua calls C, the called function gets a new stack,

which is independent of previous

stacks and of stacks of

@N{C functions} that are still active.

This stack initially contains any arguments to the @N{C function}

and it is where the @N{C function} can store temporary

Lua values and must push its results

to be returned to the caller @seeC{lua\_CFunction}.

For convenience,

most query operations in the API do not follow a strict stack discipline.

Instead, they can refer to any element in the stack

by using an @emph{index}:@index{index (API stack)}

A positive index represents an absolute stack position,

starting @N{at 1} as the bottom of the stack;

a negative index represents an offset relative to the top of the stack.

More specifically, if the stack has @rep{n} elements,

then @N{index 1} represents the first element

(that is, the element that was pushed onto the stack first)

and

@N{index @rep{n}} represents the last element;

@N{index @num{-1}} also represents the last element

(that is, the element at @N{the top})

and index @M{-n} represents the first element.

}

@sect3{stacksize|

@title{Stack Size}

When you interact with the Lua API,

you are responsible for ensuring consistency.

In particular,

@emph{you are responsible for controlling stack overflow}.

When you call any API function,

you must ensure the stack has enough room to accommodate the results.

There is one exception to the above rule:

When you call a Lua function



without a fixed number of results @seeF{lua\_call},  
Lua ensures that the stack has enough space for all results.  
However, it does not ensure any extra space.  
So, before pushing anything on the stack after such a call  
you should use @Lid{lua\_checkstack}.

Whenever Lua calls C,  
it ensures that the stack has space for  
at least @defid{LUA\_MINSTACK} extra elements;  
that is, you can safely push up to @id{LUA\_MINSTACK} values into it.  
@id{LUA\_MINSTACK} is defined as 20,  
so that usually you do not have to worry about stack space  
unless your code has loops pushing elements onto the stack.  
Whenever necessary,  
you can use the function @Lid{lua\_checkstack}  
to  
ensure that the stack has enough space for pushing new elements.

}

@sect3{ @title{Valid and Acceptable Indices}

Any function in the API that receives stack indices  
works only with @emphx{valid indices} or @emphx{acceptable indices}.

A @def{valid index} is an index that refers to a  
position that stores a modifiable Lua value.  
It comprises stack indices @N{between 1} and the stack top  
(@T{1 @leq abs(index) @leq top})  
@index{stack index}  
plus @def{pseudo-indices},  
which represent some positions that are accessible to @N{C code}  
but that are not in the stack.  
Pseudo-indices are used to access the registry @see{registry}  
and the upvalues of a @N{C function} @see{c-closure}.

Functions that do not need a specific mutable position,  
but only a value (e.g., query functions),  
can be called with acceptable indices.

An @def{acceptable index} can be any valid index,  
but it also can be any positive index after the stack top  
within the space allocated for the stack,  
that is, indices  
up to the stack size.

(Note that 0 is never an acceptable index.)

Indices to upvalues @see{c-closure} greater than the real number  
of upvalues in the current @N{C function} are also acceptable (but invalid).

Except when noted otherwise,

functions in the API work with acceptable indices.

Acceptable indices serve to avoid extra tests against the stack top when querying the stack.

For instance, a `@N{C function}` can query its third argument without the need to check whether there is a third argument, that is, without the need to check whether 3 is a valid index.

For functions that can be called with acceptable indices, any non-valid index is treated as if it contains a value of a virtual type `@defid{LUA_TNONE}`, which behaves like a nil value.

}

`@sect3{constchar|@title{Pointers to strings}`

Several functions in the API return pointers (`@T{const char*}`) to Lua strings in the stack.

(See `@Lid{lua_pushfstring}`, `@Lid{lua_pushlstring}`, `@Lid{lua_pushstring}`, and `@Lid{lua_tolstring}`.)

See

also `@Lid{luaL_checklstring}`, `@Lid{luaL_checkstring}`, and `@Lid{luaL_tolstring}` in the auxiliary library.)

In general,

Lua's garbage collection can free or move internal memory and then invalidate pointers to internal strings.

To allow a safe use of these pointers,

The API guarantees that any pointer to a string in a stack index is valid while the string value at that index is not removed from the stack.

(It can be moved to another index, though.)

When the index is a pseudo-index (referring to an upvalue), the pointer is valid while the corresponding call is active and the corresponding upvalue is not modified.

Some functions in the debug interface

also return pointers to strings,

namely `@Lid{lua_getlocal}`, `@Lid{lua_getupvalue}`, `@Lid{lua_setlocal}`, and `@Lid{lua_setupvalue}`.

For these functions, the pointer is guaranteed to be valid while the caller function is active and the given closure (if one was given) is in the stack.

Except for these guarantees, the garbage collector is free to invalidate any pointer to internal strings.

}

}

@sect2{c-closure| @title{C Closures}

When a @N{C function} is created, it is possible to associate some values with it, thus creating a @def{@N{C closure}} @seeC{lua\_pushcclosure}; these values are called @def{upvalues} and are accessible to the function whenever it is called.

Whenever a @N{C function} is called, its upvalues are located at specific pseudo-indices. These pseudo-indices are produced by the macro @Lid{lua\_upvalueindex}. The first upvalue associated with a function is at index @T{lua\_upvalueindex(1)}, and so on. Any access to @T{lua\_upvalueindex(@rep{n})}, where @rep{n} is greater than the number of upvalues of the current function (but not greater than 256, which is one plus the maximum number of upvalues in a closure), produces an acceptable but invalid index.

A @N{C closure} can also change the values of its corresponding upvalues.

}

@sect2{registry| @title{Registry}

Lua provides a @def{registry}, a predefined table that can be used by any @N{C code} to store whatever Lua values it needs to store. The registry table is always accessible at pseudo-index @defid{LUA\_REGISTRYINDEX}. Any @N{C library} can store data into this table, but it must take care to choose keys that are different from those used by other libraries, to avoid collisions. Typically, you should use as key a string containing your library name, or a light userdata with the address of a @N{C object} in your code, or any Lua object created by your code. As with variable names,

string keys starting with an underscore followed by uppercase letters are reserved for Lua.

The integer keys in the registry are used by the reference mechanism @seeC{luaL\_ref} and by some predefined values. Therefore, integer keys in the registry must not be used for other purposes.

When you create a new Lua state, its registry comes with some predefined values. These predefined values are indexed with integer keys defined as constants in @id{lua.h}.

The following constants are defined:

```
@description{
@item{ @defid{LUA_RIDX_MAINTHREAD}| At this index the registry has
the main thread of the state.
(The main thread is the one created together with the state.)
}
```

```
@item{ @defid{LUA_RIDX_GLOBALS}| At this index the registry has
the @x{global environment}.
}
}
}
```

```
@sect2{C-error|@title{Error Handling in C}
```

```
@simplesect{
```

Internally, Lua uses the C @id{longjmp} facility to handle errors. (Lua will use exceptions if you compile it as C++; search for @id{LUA\_THROW} in the source code for details.) When Lua faces any error, such as a @x{memory allocation error} or a type error, it @emph{raises} an error; that is, it does a long jump. A @emphx{protected environment} uses @id{setjmp} to set a recovery point; any error jumps to the most recent active recovery point.

Inside a @N{C function} you can raise an error explicitly by calling @Lid{lua\_error}.

Most functions in the API can raise an error, for instance due to a @x{memory allocation error}.

The documentation for each function indicates whether it can raise errors.

If an error happens outside any protected environment, Lua calls a @def{panic function} (see @Lid{lua\_atpanic}) and then calls @T{abort}, thus exiting the host application. Your panic function can avoid this exit by never returning (e.g., doing a long jump to your own recovery point outside Lua).

The panic function, as its name implies, is a mechanism of last resort. Programs should avoid it. As a general rule, when a @N{C function} is called by Lua with a Lua state, it can do whatever it wants on that Lua state, as it should be already protected. However, when C code operates on other Lua states (e.g., a Lua-state argument to the function, a Lua state stored in the registry, or the result of @Lid{lua\_newthread}), it should use them only in API calls that cannot raise errors.

The panic function runs as if it were a @x{message handler} @see{error}; in particular, the error object is on the top of the stack. However, there is no guarantee about stack space. To push anything on the stack, the panic function must first check the available space @see{stacksize}.

}

@sect3{statuscodes|@title{Status Codes}}

Several functions that report errors in the API use the following status codes to indicate different kinds of errors or other conditions:

@description{

@item{ @defid{LUA\_OK} (0)| no errors. }

@item{ @defid{LUA\_ERRRUN}| a runtime error. }

@item{ @defid{LUA\_ERRMEM}|

@x{memory allocation error}.

For such errors, Lua does not call the @x{message handler}.

}

@item{@defid{LUA\_ERRERR}| error while running the @x{message handler}.

@item{@defid{LUA\_ERRSYNTAX}| syntax error during precompilation.}

@item{@defid{LUA\_YIELD}| the thread (coroutine) yields.}

@item{@defid{LUA\_ERRFILE}| a file-related error;

e.g., it cannot open or read the file.}

}

These constants are defined in the header file @id{lua.h}.

}

}

@sect2{continuations|@title{Handling Yields in C}}

Internally, Lua uses the C @id{longjmp}

facility to yield a coroutine.

Therefore, if a @N{C function} @id{foo} calls an API function

and this API function yields

(directly or indirectly by calling another function that yields),

Lua cannot return to @id{foo} any more,

because the @id{longjmp} removes its frame from the @N{C stack}.

To avoid this kind of problem,

Lua raises an error whenever it tries to yield across an API call,

except for three functions:

@Lid{lua\_yieldk}, @Lid{lua\_callk}, and @Lid{lua\_pcallk}.

All those functions receive a @def{continuation function}

(as a parameter named @id{k}) to continue execution after a yield.

We need to set some terminology to explain continuations.

We have a @N{C function} called from Lua which we will call

the @emph{original function}.

This original function then calls one of those three functions in the C API,

which we will call the @emph{callee function},

that then yields the current thread.

This can happen when the callee function is @Lid{lua\_yieldk},

or when the callee function

is either @Lid{lua\_callk} or @Lid{lua\_pcallk}

and the function called by them yields.

Suppose the running thread yields while executing the callee function. After the thread resumes, it eventually will finish running the callee function. However, the callee function cannot return to the original function, because its frame in the @N{C stack} was destroyed by the yield. Instead, Lua calls a @def{continuation function}, which was given as an argument to the callee function. As the name implies, the continuation function should continue the task of the original function.

As an illustration, consider the following function:

```
@verbatim{
int original_function (lua_State *L) {
... /* code 1 */
status = lua_pcall(L, n, m, h); /* calls Lua */
... /* code 2 */
}
}
```

Now we want to allow the Lua code being run by @Lid{lua\_pcall} to yield.

First, we can rewrite our function like here:

```
@verbatim{
int k (lua_State *L, int status, lua_KContext ctx) {
... /* code 2 */
}
}
```

```
int original_function
(lua_State *L) {
... /* code 1 */
return k(L, lua_pcall(L, n, m, h), ctx);
}
}
```

In the above code, the new function @id{k} is a @emph{continuation function} (with type @Lid{lua\_KFunction}), which should do all the work that the original function was doing after calling @Lid{lua\_pcall}.

Now, we must inform Lua that it must call @id{k} if the Lua code being executed by @Lid{lua\_pcall} gets interrupted in some way (errors or yielding),

so we rewrite the code as here, replacing @Lid{lua\_pcall} by @Lid{lua\_pcallk}:

```
@verbatim{
int original_function (lua_State *L) {
... /* code 1 */
return k(L, lua_pcallk(L, n, m, h, ctx2, k), ctx1);
}
```

```
}
}
```

Note the external, explicit call to the continuation:

Lua will call the continuation only if needed, that is,  
in case of errors or resuming after a yield.

If the called function returns normally without ever yielding,

@Lid{lua\_pcallk} (and @Lid{lua\_callk}) will also return normally.

(Of course, instead of calling the continuation in

that case,

you can do the equivalent work directly inside the original function.)

Besides the Lua state,

the continuation function has two other parameters:

the final status of the call and the context value (@id{ctx}) that  
was passed originally to @Lid{lua\_pcallk}.

Lua does not use this context value;

it only passes this value from the original function to the  
continuation function.

For @Lid{lua\_pcallk},

the status is the same value that would be returned by @Lid{lua\_pcallk},  
except that it is @Lid{LUA\_YIELD} when being executed after a yield  
(instead of @Lid{LUA\_OK}).

For @Lid{lua\_yieldk} and @Lid{lua\_callk},

the status is always @Lid{LUA\_YIELD} when Lua calls the continuation.

(For these two functions,

Lua will not call the continuation in case of errors,

because they do not handle errors.)

Similarly, when using @Lid{lua\_callk},

you should call the continuation function

with @Lid{LUA\_OK} as the status.

(For @Lid{lua\_yieldk}, there is not much point in calling  
directly the continuation

function,

because @Lid{lua\_yieldk} usually does not return.)

Lua treats the continuation function as if it were the original function.

The continuation function receives the same Lua stack

from the original function,

in the same state it would be if the callee function had returned.

(For instance,

after a @Lid{lua\_callk} the function and its arguments are  
removed from the stack and replaced by the results from the call.)

It also has the same upvalues.

Whatever it returns is handled by Lua as if it were the return  
of the original function.

```
}
```



```
@sect2{ @title{Functions and Types}
```

Here we list all functions and types from the @N{C API} in alphabetical order.

Each function has an indicator like this:

```
@apii{o,p,x}
```

The first field, @T{o},

is how many elements the function pops from the stack.

The second field, @T{p},

is how many elements the function pushes onto the stack.

(Any function always pushes its results after popping its arguments.)

A field in the form @T{x|y} means the function

can push (or pop)

@T{x} or @T{y} elements,

depending on the situation;

an interrogation mark @Char{?} means that

we cannot know how many elements the function pops/pushes

by looking only at its arguments.

(For instance, they may depend on what is in the stack.)

The third field, @T{x},

tells whether the function may raise errors:

@Char{-} means the function never raises any error;

@Char{m} means the function may raise only out-of-memory errors;

@Char{v} means the function may raise the errors explained in the text;

@Char{e} means the function can run arbitrary Lua code,

either directly or through metamethods,

and therefore may raise any errors.

```
@APIEntry{int lua_absindex (lua_State *L, int idx);|
```

```
@apii{0,0,-}
```

Converts the @x{acceptable index} @id{idx}

into an equivalent @x{absolute index}

(that is, one that does not depend on the stack size).

```
}
```

```
@APIEntry{
```

```
typedef void * (*lua_Alloc) (void *ud,
```

```
void *ptr,
```

```
size_t osize,
```

```
size_t nsize);|
```

The type of the @x{memory-allocation function} used by Lua states.

The allocator function must provide a functionality similar to `@id{realloc}`, but not exactly the same.

Its arguments are

`@id{ud}`, an opaque pointer passed to `@Lid{lua_newstate}`;  
`@id{ptr}`, a pointer to the block being allocated/reallocated/freed;  
`@id{osize}`, the original size of the block or some code about what is being allocated;  
and `@id{nsize}`, the new size of the block.

When `@id{ptr}` is not `@id{NULL}`,  
`@id{osize}` is the size of the block pointed by `@id{ptr}`, that is, the size given when it was allocated or reallocated.

When `@id{ptr}` is `@id{NULL}`,  
`@id{osize}` encodes the kind of object that Lua is allocating.  
`@id{osize}` is any of  
`@Lid{LUA_TSTRING}`, `@Lid{LUA_TTABLE}`, `@Lid{LUA_TFUNCTION}`,  
`@Lid{LUA_TUSERDATA}`, or `@Lid{LUA_TTHREAD}` when (and only when) Lua is creating a new object of that type.  
When `@id{osize}` is some other value,  
Lua is allocating memory for something else.

Lua  
assumes the following behavior from the allocator function:

When `@id{nsize}` is zero,  
the allocator must behave like `@id{free}`  
and then return `@id{NULL}`.

When `@id{nsize}` is not zero,  
the allocator must behave like `@id{realloc}`.  
In particular, the allocator returns `@id{NULL}`  
if and only if it cannot fulfill the request.

Here is a simple implementation for the `@x{allocator function}`.

It is used in the auxiliary library by `@Lid{luaL_newstate}`.

```
@verbatim{
static void *l_alloc (void *ud, void *ptr, size_t osize,
 size_t nsize) {
 (void)ud; (void)osize; /* not used */
 if (nsize == 0) {
 free(ptr);
 return NULL;
 }
 else
 return realloc(ptr, nsize);
}
```

```
}
```

Note that `@N{Standard C}` ensures that `@T{free(NULL)}` has no effect and that `@T{realloc(NULL,size)}` is equivalent to `@T{malloc(size)}`.

```
}
```

```
@APIEntry{void lua_arith (lua_State *L, int op);
@apii{2|1,1,e}
```

Performs an arithmetic or bitwise operation over the two values (or one, in the case of negations) at the top of the stack, with the value on the top being the second operand, pops these values, and pushes the result of the operation. The function follows the semantics of the corresponding Lua operator (that is, it may call metamethods).

The value of `@id{op}` must be one of the following constants:

```
@description{
```

```
@item{ @defid{LUA_OPADD}| performs addition (@T{+})}
@item{ @defid{LUA_OPSUB}| performs subtraction (@T{-})}
@item{ @defid{LUA_OPMUL}| performs multiplication (@T{*})}
@item{ @defid{LUA_OPDIV}| performs float division (@T{/})}
@item{ @defid{LUA_OPIDIV}| performs floor division (@T{//})}
@item{ @defid{LUA_OPMOD}| performs modulo (@T{%})}
@item{ @defid{LUA_OPPOW}| performs exponentiation (@T{^})}
@item{ @defid{LUA_OPUNM}| performs mathematical negation (unary @T{-})}
@item{ @defid{LUA_OPBNOT}| performs bitwise NOT (@T{~})}
@item{ @defid{LUA_OPBAND}| performs bitwise AND (@T{&})}
@item{ @defid{LUA_OPBOR}| performs bitwise OR (@T{|})}
@item{ @defid{LUA_OPBXOR}| performs
bitwise exclusive OR (@T{~})}
@item{ @defid{LUA_OPSHL}| performs left shift (@T{<<})}
@item{ @defid{LUA_OPSHR}| performs right shift (@T{>>})}
```

```
}
```

```
}
```

```
@APIEntry{lua_CFunction lua_atpanic (lua_State *L, lua_CFunction panicf);
@apii{0,0,-}
```

Sets a new panic function and returns the old one @see{C-error}.

```
}
```

```
@APIEntry{void lua_call (lua_State *L, int nargs, int nresults);|
@apii{nargs+1,nresults,e}
```

Calls a function.

Like regular Lua calls,

@id{lua\_call} respects the @idx{\_\_call} metamethod.

So, here the word @Q{function}

means any callable value.

To do a call you must use the following protocol:

first, the function to be called is pushed onto the stack;

then, the arguments to the call are pushed

in direct order;

that is, the first argument is pushed first.

Finally you call @Lid{lua\_call};

@id{nargs} is the number of arguments that you pushed onto the stack.

When the function returns,

all arguments and the function value are popped

and the call results are pushed onto the stack.

The number

of results is adjusted to @id{nresults},

unless @id{nresults} is @defid{LUA\_MULTRET}.

In this case, all results from the function are pushed;

Lua takes care that the returned values fit into the stack space,

but it does not ensure any extra space in the stack.

The function results are pushed onto the stack in direct order

(the first result is pushed first),

so that after the call the last result is on the top of the stack.

Any error while calling and running the function is propagated upwards  
(with a @id{longjmp}).

The following example shows how the host program can do the  
equivalent to this Lua code:

```
@verbatim{
```

```
a = f("how", t.x, 14)
```

```
}
```

Here it is @N{in C}:

```
@verbatim{
```

```
lua_getglobal(L, "f"); /* function to be called */
```

```
lua_pushliteral(L, "how"); /* 1st argument */
```

```
lua_getglobal(L, "t"); /* table to be indexed */
```

```
lua_getfield(L, -1, "x"); /* push result of t.x (2nd arg) */
```

```
lua_remove(L, -2); /* remove
```

```
't' from the stack */
```

```
lua_pushinteger(L, 14); /* 3rd argument */
```

```
lua_call(L, 3, 1); /* call 'f' with 3 arguments and 1 result */
```

```
lua_setglobal(L, "a"); /* set global 'a' */
}
```

Note that the code above is `@emph{balanced}`:  
at its end, the stack is back to its original configuration.  
This is considered good programming practice.

```
}
```

```
@APIEntry{
void lua_callk (lua_State *L,
 int nargs,
 int nresults,
 lua_KContext ctx,
 lua_KFunction k);|
@api{nargs + 1,nresults,e}
```

This function behaves exactly like `@Lid{lua_call}`,  
but allows the called function to yield `@see{continuations}`.

```
}
```

```
@APIEntry{typedef int (*lua_CFunction) (lua_State *L);|}
```

Type for `@N{C functions}`.

In order to communicate properly with Lua,  
a `@N{C function}` must use the following protocol,  
which defines the way parameters and results are passed:  
a `@N{C function}` receives its arguments from Lua in its stack  
in direct  
order (the first argument is pushed first).

So, when the function starts,

`@T{lua_gettop(L)}` returns the number of arguments received by the function.

The first argument (if any) is at index 1

and its last argument is at index `@T{lua_gettop(L)}`.

To return values to Lua, a `@N{C function}` just pushes them onto the stack,  
in direct order (the first result is pushed first),  
and returns in `C` the number of results.

Any other value in the stack below the results will be properly  
discarded by Lua.

Like a Lua function, a `@N{C function}` called by Lua can also return  
many results.

As an example, the following function receives a variable number  
of numeric arguments and returns their average and their sum:

```
@verbatim{
static int foo (lua_State *L) {
 int n = lua_gettop(L); /* number of arguments */
```

```

lua_Number sum = 0.0;
int i;
for (i = 1; i <= n; i++) {
 if (!lua_isnumber(L, i)) {
 lua_pushliteral(L, "incorrect argument");
 lua_error(L);
 }
 sum += lua_tonumber(L, i);
}
lua_pushnumber(L, sum/n); /* first result */
lua_pushnumber(L, sum); /* second result */
return 2; /* number of results */
}
}
}

```

```

@APIEntry{int lua_checkstack (lua_State *L, int n);|
@api{0,0,-}

```

Ensures that the stack has space for at least @id{n} extra elements, that is, that you can safely push up to @id{n} values into it. It returns false if it cannot fulfill the request, either because it would cause the stack to be greater than a fixed maximum size (typically at least several thousand elements) or because it cannot allocate memory for the extra space. This function never shrinks the stack; if the stack already has space for the extra elements, it is left unchanged.

```

}

```

```

@APIEntry{void lua_close (lua_State *L);|
@api{0,0,-}

```

Close all active to-be-closed variables in the main thread, release all objects in the given Lua state (calling the corresponding garbage-collection metamethods, if any), and frees all dynamic memory used by this state.

On several platforms, you may not need to call this function, because all resources are naturally released when the host program ends. On the other hand, long-running programs that create multiple states,

such as daemons or web servers,  
will probably need to close states as soon as they are not needed.

}

```
@APIEntry{void lua_closeslot (lua_State *L, int index);|
@apii{0,0,e}
```

Close the to-be-closed slot at the given index and set its value to @nil.  
The index must be the last index previously marked to be closed  
@see{lua\_toclose} that is still active (that is, not closed yet).

A @idx{\_\_close} metamethod cannot yield  
when called through this function.

(Exceptionally, this function was introduced in release 5.4.3.  
It is not present in previous 5.4 releases.)

}

```
@APIEntry{int lua_compare (lua_State *L, int index1, int index2, int op);|
@apii{0,0,e}
```

Compares two Lua values.  
Returns 1 if the value at index @id{index1} satisfies @id{op}  
when compared with the value at index @id{index2},  
following  
the semantics of the corresponding Lua operator  
(that is, it may call metamethods).  
Otherwise @N{returns 0}.  
Also @N{returns 0} if any of the indices is not valid.

The value of @id{op} must be one of the following constants:

@description{

- @item{@defid{LUA\_OPEQ}| compares for equality (@T{==})}
- @item{@defid{LUA\_OPLT}| compares for less than (@T{<})}
- @item{@defid{LUA\_OPLE}| compares for less or equal (@T{<=})}

}

}

```
@APIEntry{void lua_concat (lua_State *L, int n);|
@apii{n,1,e}
```

Concatenates the @id{n} values at the top of the stack,  
pops them, and leaves the result on the top.

If `@N{@T{n}` is 1, the result is the single value on the stack  
(that is, the function does nothing);  
if `@id{n}` is 0, the result is the empty string.  
Concatenation is performed following the usual semantics of Lua  
`@see{concat}`.

}

```
@APIEntry{void lua_copy (lua_State *L, int fromidx, int toidx);|
@apii{0,0,-}}
```

Copies the element at index `@id{fromidx}`  
into the valid index `@id{toidx}`,  
replacing the  
value at that position.  
Values at other positions are not affected.

}

```
@APIEntry{void lua_createtable (lua_State *L, int narr, int nrec);|
@apii{0,1,m}}
```

Creates a new empty table and pushes it onto the stack.  
Parameter `@id{narr}` is a hint for how many elements the table  
will have as a sequence;  
parameter `@id{nrec}` is a hint for how many other elements  
the table will have.  
Lua may use these hints to preallocate memory for the new table.  
This preallocation may help performance when you know in advance  
how many elements the table will have.  
Otherwise you can use the function `@Lid{lua_newtable}`.

}

```
@APIEntry{int lua_dump (lua_State *L,
 lua_Writer writer,
 void *data,
 int strip);|
@apii{0,0,-}}
```

Dumps a function as a binary chunk.  
Receives a Lua function on the top of the stack  
and produces a binary chunk that,  
if loaded again,  
results in a function equivalent to the one dumped.  
As it produces parts of the chunk,  
`@Lid{lua_dump}`



calls function @id{writer} @seeC{lua\_Writer}  
with the given @id{data}  
to write them.

If @id{strip} is true,  
the binary representation may not include all debug information  
about the function,  
to save space.

The value returned is the error code returned by the last  
call to the writer;  
@N{0 means} no errors.

This function does not pop the Lua function from the stack.

}

@APIEntry{int lua\_error (lua\_State \*L);|  
@apii{1,0,v}}

Raises a Lua error,  
using the value on the top of the stack as the error object.  
This function does a long jump,  
and therefore never returns  
@seeC{luaL\_error}.

}

@APIEntry{int lua\_gc (lua\_State \*L, int what, ...);|  
@apii{0,0,-}}

Controls the garbage collector.

This function performs several tasks,  
according to the value of the parameter @id{what}.  
For options that need extra arguments,  
they are listed after the option.

@description{

@item{ @id{LUA\_GCCOLLECT}}|  
Performs a full garbage-collection cycle.  
}

@item{ @id{LUA\_GCSTOP}}|  
Stops the garbage collector.  
}

@item{ @id{LUA\_GCRESTART}}|

Restarts

the garbage collector.

}

@item{@id{LUA\_GCCOUNT}|

Returns the current amount of memory (in Kbytes) in use by Lua.

}

@item{@id{LUA\_GCCOUNTB}|

Returns the remainder of dividing the current amount of bytes of memory in use by Lua by 1024.

}

@item{@id{LUA\_GCSTEP} @T{(int stepsize)}|

Performs an incremental step of garbage collection, corresponding to the allocation of @id{stepsize} Kbytes.

}

@item{@id{LUA\_GCISRUNNING}|

Returns a boolean that tells whether the collector is running (i.e., not stopped).

}

@item{@id{LUA\_GCINC} (int pause, int stepmul, stepsize)|

Changes the collector to incremental mode with the given parameters @see{incmode}.

Returns the previous mode (@id{LUA\_GCGEN} or @id{LUA\_GCINC}).

}

@item{@id{LUA\_GCGEN} (int minormul, int majormul)|

Changes the collector to generational mode with the given parameters @see{genmode}.

Returns the previous mode (@id{LUA\_GCGEN} or @id{LUA\_GCINC}).

}

}

For more details about these options,

see

@Lid{collectgarbage}.

This function should not be called by a finalizer.

}

@APIEntry{lua\_Alloc lua\_getallocf (lua\_State \*L, void \*\*ud);|

@apii{0,0,-}

Returns the @x{memory-allocation function} of a given state.

If @id{ud} is not @id{NULL}, Lua stores in @T{\*ud} the opaque pointer given when the memory-allocator function was set.

}

```
@APIEntry{int lua_getfield (lua_State *L, int index, const char *k);|
@apii{0,1,e}
```

Pushes onto the stack the value @T{t[k]},  
where @id{t} is the value at the given index.  
As in Lua, this function may trigger a metamethod  
for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{void *lua_getextraspace (lua_State *L);|
@apii{0,0,-}
```

Returns a pointer to a raw memory area associated with the  
given Lua state.

The application can use this area for any purpose;  
Lua does not use it for anything.

Each new thread has this area initialized with a copy  
of the area of the @x{main thread}.

By default, this area has the size of  
a pointer to void,  
but you can recompile Lua with a different size for this area.  
(See @id{LUA\_EXTRASPAC} in @id{luaconf.h}.)

}

```
@APIEntry{int lua_getglobal (lua_State *L, const char *name);|
@apii{0,1,e}
```

Pushes onto the stack the value of the global @id{name}.  
Returns the type of that value.

}

```
@APIEntry{int lua_geti (lua_State *L, int index, lua_Integer i);|
@apii{0,1,e}
```

Pushes onto the stack the value @T{t[i]},  
where @id{t} is the value at the given index.

As in Lua, this function may trigger a metamethod for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{int lua_getmetatable (lua_State *L, int index);|
@apii{0,0|1,-}
```

If the value at the given index has a metatable, the function pushes that metatable onto the stack and @N{returns 1}. Otherwise, the function @N{returns 0} and pushes nothing on the stack.

}

```
@APIEntry{int lua_gettable (lua_State *L, int index);|
@apii{1,1,e}
```

Pushes onto the stack the value @T{t[k]}, where @id{t} is the value at the given index and @id{k} is the value on the top of the stack.

This function pops the key from the stack, pushing the resulting value in its place. As in Lua, this function may trigger a metamethod for the @Q{index} event @see{metatable}.

Returns the type of the pushed value.

}

```
@APIEntry{int lua_gettop (lua_State *L);|
@apii{0,0,-}
```

Returns the index of the top element in the stack. Because indices start @N{at 1}, this result is equal to the number of elements in the stack; in particular, @N{0 means} an empty stack.

}

```
@APIEntry{int lua_getiuservalue (lua_State *L, int index, int n);|
@apii{0,1,-}
```

Pushes onto the stack the @id{n}-th user value associated with the

full userdata at the given index and  
returns the type of the pushed value.

If the userdata does not have that value,  
pushes @nil and returns @Lid{LUA\_TNONE}.

}

```
@APIEntry{void lua_insert (lua_State *L, int index);|
@apii{1,1,-}}
```

Moves the top element into the given valid index,  
shifting up the elements above  
this index to open space.  
This function cannot be called with a pseudo-index,  
because a pseudo-index is not an actual stack position.

}

```
@APIEntry{typedef @ldots lua_Integer;|
```

The type of integers in Lua.

By default this type is @id{long long},  
(usually a 64-bit two-complement integer),  
but that can be changed to @id{long} or @id{int}  
(usually a 32-bit two-complement integer).  
(See @id{LUA\_INT\_TYPE} in @id{luaconf.h}.)

Lua also defines the constants  
@defid{LUA\_MININTEGER} and @defid{LUA\_MAXINTEGER},  
with the minimum and the maximum values that fit in this type.

}

```
@APIEntry{int lua_isboolean (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index is a boolean,  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_iscfunction (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index is a @N{C function},  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isfunction (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index  
is a function  
(either C or Lua), and @N{0 otherwise}.

}

```
@APIEntry{int lua_isinteger (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index is an integer  
(that is, the value is a number and is represented as an integer),  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isthread (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index is a thread,  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isnil (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the value at the given index is @nil,  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isnone (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the given index is not valid,  
and @N{0 otherwise}.

}

```
@APIEntry{int lua_isnoneornil (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns 1 if the given index is not valid  
or if the value at this index is @nil,  
and @N{0 otherwise}.

}

@APIEntry{int lua\_isnumber (lua\_State \*L, int index);|  
@apii{0,0,-}}

Returns 1 if the value at the given  
index is a number  
or a string convertible to a number,  
and @N{0 otherwise}.

}

@APIEntry{int lua\_isstring (lua\_State \*L, int index);|  
@apii{0,0,-}}

Returns 1 if the value at the given index is a string  
or a number (which is always convertible to a string),  
and @N{0 otherwise}.

}

@APIEntry{int lua\_istable (lua\_State \*L, int index);|  
@apii{0,0,-}}

Returns 1 if the value at the given index is a table,  
and @N{0 otherwise}.

}

@APIEntry{int lua\_isthread (lua\_State \*L, int index);|  
@apii{0,0,-}}

Returns 1 if the value at the given index is a thread,  
and @N{0 otherwise}.

}

@APIEntry{int lua\_isuserdata (lua\_State \*L, int index);|  
@apii{0,0,-}}

Returns 1 if the value at the given index is a userdata  
(either full or light), and @N{0 otherwise}.

}

```
@APIEntry{int lua_isyieldable (lua_State *L);|
@apii{0,0,-}}
```

Returns 1 if the given coroutine can yield,  
and @N{0 otherwise}.

```
}
```

```
@APIEntry{typedef @ldots lua_KContext;|
```

The type for continuation-function contexts.  
It must be a numeric type.

This

type is defined as @id{intptr\_t}  
when @id{intptr\_t} is available,  
so that it can store pointers too.  
Otherwise, it is defined as @id{ptrdiff\_t}.

```
}
```

```
@APIEntry{
typedef int (*lua_KFunction) (lua_State *L, int status, lua_KContext ctx);|
```

Type for continuation functions @see{continuations}.

```
}
```

```
@APIEntry{void lua_len (lua_State *L, int index);|
@apii{0,1,e}}
```

Returns the length of the value at the given index.  
It is equivalent to the @Char{#} operator in Lua @see{len-op} and  
may trigger a metamethod for the @Q{length} event @see{metatable}.  
The result is pushed on the stack.

```
}
```

```
@APIEntry{
int lua_load (lua_State *L,
 lua_Reader reader,
 void *data,
 const char *chunkname,
 const char *mode);|
@apii{0,1,-}}
```

Loads a Lua chunk without running it.  
If there are no errors,



@id{lua\_load} pushes the compiled chunk as a Lua function on top of the stack. Otherwise, it pushes an error message.

The @id{lua\_load} function uses a user-supplied @id{reader} function to read the chunk @seeC{lua\_Reader}. The @id{data} argument is an opaque value passed to the reader function.

The @id{chunkname} argument gives a name to the chunk, which is used for error messages and in debug information @see{debugI}.

@id{lua\_load} automatically detects whether the chunk is text or binary and loads it accordingly (see program @idx{luac}). The string @id{mode} works as in function @Lid{load}, with the addition that a @id{NULL} value is equivalent to the string @St{bt}.

@id{lua\_load} uses the stack internally, so the reader function must always leave the stack unmodified when returning.

@id{lua\_load} can return @Lid{LUA\_OK}, @Lid{LUA\_ERRSYNTAX}, or @Lid{LUA\_ERRMEM}. The function may also return other values corresponding to errors raised by the read function @see{statuscodes}.

If the resulting function has upvalues, its first upvalue is set to the value of the @x{global environment} stored at index @id{LUA\_RIDX\_GLOBALS} in the registry @see{registry}.

When loading main chunks, this upvalue will be the @id{\_ENV} variable @see{globalenv}. Other upvalues are initialized with @nil.

}

```
@APIEntry{lua_State *lua_newstate (lua_Alloc f, void *ud);|
@apii{0,0,-}
```

Creates a new independent state and returns its main thread.

Returns @id{NULL} if it cannot create the state (due to lack of memory).

The argument @id{f} is the @x{allocator function};

Lua will do all memory allocation for this state through this function @seeF{lua\_Alloc}.

The second argument, @id{ud}, is an opaque pointer that Lua passes to the allocator in every call.

}

```
@APIEntry{void lua_newtable (lua_State *L);|
@apii{0,1,m}
```

Creates a new empty table and pushes it onto the stack.  
It is equivalent to @T{lua\_createtable(L, 0, 0)}.

}

```
@APIEntry{lua_State *lua_newthread (lua_State *L);|
@apii{0,1,m}
```

Creates a new thread, pushes it on the stack,  
and returns a pointer to a @Lid{lua\_State} that represents this new thread.  
The new thread returned by this function shares  
with the original thread  
its global environment,  
but has an independent execution stack.

Threads are subject to garbage collection,  
like any Lua object.

}

```
@APIEntry{void *lua_newuserdatav (lua_State *L, size_t size, int nuvalue);|
@apii{0,1,m}
```

This function creates and pushes on the stack a new full userdata,  
with @id{nuvalue} associated Lua values, called @id{user values},  
plus an associated block of raw memory with @id{size} bytes.  
(The user values can be set and read with the functions  
@Lid{lua\_setiuservalue} and @Lid{lua\_getiuservalue}.)

The function returns the address of the block of memory.  
Lua ensures that this address is valid as long as  
the corresponding userdata is alive @see{GC}.  
Moreover, if the userdata is marked for finalization @see{finalizers},  
its address is valid at least until the call to its finalizer.

}

```
@APIEntry{int lua_next (lua_State *L, int index);|
@apii{1,2|0,v}
```

Pops a key from the stack,  
and pushes a key@En{ }value pair from the table at the given

index,  
the @Q{next} pair after the given key.  
If there are no more elements in the table,  
then @Lid{lua\_next} returns 0 and pushes nothing.

A typical table traversal looks like this:

```
@verbatim{
/* table is in the stack at index 't' */
lua_pushnil(L); /* first key */
while (lua_next(L, t) != 0) {
/* uses 'key' (at index -2) and 'value' (at index -1) */
printf("%s - %s\n",
lua_typename(L, lua_type(L, -2)),
lua_typename(L, lua_type(L, -1)));
/* removes 'value'; keeps 'key' for next iteration */
lua_pop(L, 1);
}
}
```

While traversing a table,  
avoid calling @Lid{lua\_tolstring} directly on a key,  
unless you know that the key is actually a string.  
Recall that @Lid{lua\_tolstring} may change  
the value at the given index;  
this confuses the next call to @Lid{lua\_next}.

This function may raise an error if the given key  
is neither @nil nor present in the table.  
See function @Lid{next} for the caveats of modifying  
the table during its traversal.

```
}
```

```
@APIEntry{typedef @ldots
lua_Number;}
```

The type of floats in Lua.

By default this type is double,  
but that can be changed to a single float or a long double.  
(See @id{LUA\_FLOAT\_TYPE} in @id{luaconf.h}.)

```
}
```

```
@APIEntry{int lua_numbertointeger (lua_Number n, lua_Integer *p);}
```

Tries to convert a Lua float to a Lua integer;  
the float @id{n} must have an integral value.

If that value is within the range of Lua integers,  
it is converted to an integer and assigned to @T{\*p}.  
The macro results in a boolean indicating whether the  
conversion was successful.  
(Note that this range test can be tricky to do  
correctly without this macro, due to rounding.)

This macro may evaluate its arguments more than once.

```
}
```

```
@APIEntry{int lua_pcall (lua_State *L, int nargs, int nresults, int msgh);
@apii{nargs + 1,nresults|1,-}}
```

Calls a function (or a callable object) in protected mode.

Both @id{nargs} and @id{nresults} have the same meaning as  
in @Lid{lua\_call}.

If there are no errors during the call,  
@Lid{lua\_pcall} behaves exactly  
like @Lid{lua\_call}.  
However, if there is any error,  
@Lid{lua\_pcall} catches it,  
pushes a single value on the stack (the error object),  
and returns an error code.

Like @Lid{lua\_call},  
@Lid{lua\_pcall} always removes the function  
and its arguments from the stack.

If @id{msgh} is 0,  
then the error object returned on the stack  
is exactly the original error object.  
Otherwise, @id{msgh} is the stack index of a  
@emph{message handler}.

(This index cannot be a pseudo-index.)

In case of runtime errors,  
this handler will be called with the error object  
and its return value will be the object  
returned on the stack by @Lid{lua\_pcall}.

Typically, the message handler is used to add more debug  
information to the error object, such as a stack traceback.  
Such information cannot be gathered after the return of @Lid{lua\_pcall},  
since by then the stack has unwound.

The @Lid{lua\_pcall} function returns one of the following status codes:  
@Lid{LUA\_OK}, @Lid{LUA\_ERRRUN}, @Lid{LUA\_ERRMEM}, or @Lid{LUA\_ERRERR}.

```
}
```

```
@APIEntry{
int
lua_pcallk (lua_State *L,
 int nargs,
 int nresults,
 int msgch,
 lua_KContext ctx,
 lua_KFunction k);
@apii{nargs + 1,nresults|1,-}
```

This function behaves exactly like @Lid{lua\_pcall},  
except that it allows the called function to yield @see{continuations}.

```
}
```

```
@APIEntry{void lua_pop (lua_State *L, int n);
@apii{n,0,e}
```

Pops @id{n} elements from the stack.  
It is implemented as a macro over @Lid{lua\_settop}.

```
}
```

```
@APIEntry{void lua_pushboolean (lua_State *L, int b);
@apii{0,1,-}
```

Pushes a boolean value with value @id{b} onto the stack.

```
}
```

```
@APIEntry{void lua_pushcclosure (lua_State *L, lua_CFunction fn, int n);
@apii{n,1,m}
```

Pushes a new @N{C closure} onto the stack.  
This function receives a pointer to a @N{C function}  
and pushes onto the stack a Lua value of type @id{function} that,  
when called, invokes the corresponding @N{C function}.  
The parameter @id{n} tells how many upvalues this  
function will have  
@see{c-closure}.

Any function to be callable by Lua must  
follow the correct protocol to receive its parameters  
and return its results @seeC{lua\_CFunction}.

When a @N{C function} is created,

it is possible to associate some values with it,  
the so called upvalues;  
these upvalues are then accessible to the function whenever it is called.  
This association is called a `@x{@N{C closure}}` `@see{c-closure}`.  
To create a `@N{C closure}`,  
first the initial values for its upvalues must be pushed onto the stack.  
(When there are multiple upvalues, the first value is pushed first.)  
Then `@Lid{lua_pushcclosure}`  
is called to create and push the `@N{C function}` onto the stack,  
with the argument `@id{n}` telling how many values will be  
associated with the function.  
`@Lid{lua_pushcclosure}` also pops these values from the stack.

The maximum value for `@id{n}` is 255.

When `@id{n}` is zero,  
this function creates a `@def{light @N{C function}}`,  
which is just a pointer to the `@N{C function}`.  
In that  
case, it never raises a memory error.

}

```
@APIEntry{void lua_pushcfunction (lua_State *L, lua_CFunction f);|
@apii{0,1,-}
```

Pushes a `@N{C function}` onto the stack.  
This function is equivalent to `@Lid{lua_pushcclosure}` with no upvalues.

}

```
@APIEntry{const char *lua_pushfstring (lua_State *L, const char *fmt, ...);|
@apii{0,1,v}
```

Pushes onto the stack a formatted string  
and returns a pointer to this string `@see{constchar}`.  
It is similar to the `@ANSI{sprintf}`,  
but has two important differences.  
First,  
you do not have to allocate space for the result;  
the result is a Lua string and Lua takes care of memory allocation  
(and deallocation, through garbage collection).  
Second,  
the conversion specifiers are quite restricted.  
There are no flags, widths, or precisions.  
The conversion specifiers can only be  
`@Char{%%}` (inserts the character `@Char{%}`),  
`@Char{%s}` (inserts a zero-terminated string, with no size restrictions),

@Char{%f} (inserts a @Lid{lua\_Number}),  
@Char{%I} (inserts a @Lid{lua\_Integer}),  
@Char{%p}  
(inserts a pointer),  
@Char{%d} (inserts an @T{int}),  
@Char{%c} (inserts an @T{int} as a one-byte character), and  
@Char{%U} (inserts a @T{long int} as a @x{UTF-8} byte sequence).

This function may raise errors due to memory overflow  
or an invalid conversion specifier.

}

```
@APIEntry{void lua_pushglobaltable (lua_State *L);|
@apii{0,1,-}
```

Pushes the @x{global environment} onto the stack.

}

```
@APIEntry{void lua_pushinteger (lua_State *L, lua_Integer n);|
@apii{0,1,-}
```

Pushes an integer with value @id{n} onto the stack.

}

```
@APIEntry{void lua_pushlightuserdata (lua_State *L, void *p);|
@apii{0,1,-}
```

Pushes a light userdata onto the stack.

Userdata represent @N{C values} in Lua.

A @def{light userdata} represents a pointer, a @T{void\*}.

It is a value (like a number):

you do not create it, it has no individual metatable,

and it is not collected (as it was never created).

A light userdata is equal to @Q{any}

light userdata with the same @N{C address}.

}

```
@APIEntry{const char *lua_pushliteral
(lua_State *L, const char *s);|
@apii{0,1,m}
```

This macro is equivalent to @Lid{lua\_pushstring},  
but should be used only when @id{s} is a literal string.

(Lua may optimize this case.)

}

```
@APIEntry{const char *lua_pushlstring (lua_State *L, const char *s, size_t len);|
@apii{0,1,m}
```

Pushes the string pointed to by @id{s} with size @id{len} onto the stack.

Lua will make or reuse an internal copy of the given string, so the memory at @id{s} can be freed or reused immediately after the function returns.

The string can contain any binary data, including @x{embedded zeros}.

Returns a pointer to the internal copy of the string @see{constchar}.

}

```
@APIEntry{void lua_pushnil (lua_State *L);|
@apii{0,1,-}
```

Pushes a nil value onto the stack.

}

```
@APIEntry{void lua_pushnumber (lua_State *L, lua_Number n);|
@apii{0,1,-}
```

Pushes a float with value @id{n} onto the stack.

}

```
@APIEntry{const char *lua_pushstring (lua_State *L, const char *s);|
@apii{0,1,m}
```

Pushes the zero-terminated string pointed to by @id{s} onto the stack.

Lua will make or reuse an internal copy of the given string, so the memory at @id{s} can be freed or reused immediately after the function returns.

Returns a pointer to the internal copy of the string @see{constchar}.

If @id{s} is @id{NULL}, pushes @nil and returns @id{NULL}.

}



```
@APIEntry{int lua_pushthread (lua_State *L);|
@apii{0,1,-}}
```

Pushes the thread represented by @id{L} onto the stack.  
Returns 1 if this thread is the @x{main thread} of its state.

```
}
```

```
@APIEntry{void lua_pushvalue (lua_State *L, int index);|
@apii{0,1,-}}
```

Pushes a copy of the element at the given index  
onto the stack.

```
}
```

```
@APIEntry{
const char *lua_pushvfstring (lua_State *L,
 const char *fmt,
 va_list argp);|
@apii{0,1,v}}
```

Equivalent to @Lid{lua\_pushfstring}, except that it receives a @id{va\_list}  
instead of a variable number of arguments.

```
}
```

```
@APIEntry{int lua_rawequal (lua_State *L, int index1, int index2);|
@apii{0,0,-}}
```

Returns  
1 if the two values in indices @id{index1} and  
@id{index2} are primitively equal  
(that is, equal without calling the @idx{\_\_eq} metamethod).  
Otherwise @N{returns 0}.  
Also @N{returns 0} if any of the indices are not valid.

```
}
```

```
@APIEntry{int lua_rawget (lua_State *L, int index);|
@apii{1,1,-}}
```

Similar to @Lid{lua\_gettable}, but does a raw access  
(i.e., without metamethods).

```
}
```

```
@APIEntry{int lua_rawgeti (lua_State *L, int index, lua_Integer n);|
@apii{0,1,-}}
```

Pushes onto the stack the value @T{t[n]},  
where @id{t} is the table at the given index.  
The access is raw,  
that is, it does not use the @idx{\_\_index} metavalue.

Returns the type of the pushed value.

```
}
```

```
@APIEntry{int lua_rawgetp (lua_State *L, int index, const void *p);|
@apii{0,1,-}}
```

Pushes onto the stack the value @T{t[k]},  
where @id{t} is the table at the given index and  
@id{k} is the pointer @id{p} represented as a light userdata.  
The access is raw;  
that is, it does not use the @idx{\_\_index} metavalue.

Returns  
the type of the pushed value.

```
}
```

```
@APIEntry{lua_Unsigned lua_rawlen (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns the raw @Q{length} of the value at the given index:  
for strings, this is the string length;  
for tables, this is the result of the length operator (@Char{#})  
with no metamethods;  
for userdata, this is the size of the block of memory allocated  
for the userdata.  
For other values, this call @N{returns 0}.

```
}
```

```
@APIEntry{void lua_rawset (lua_State *L, int index);|
@apii{2,0,m}}
```

Similar to @Lid{lua\_settable}, but does a raw assignment  
(i.e., without metamethods).

```
}
```

```
@APIEntry{void lua_rawseti (lua_State *L, int index, lua_Integer i);|
```

```
@apii{1,0,m}
```

Does the equivalent of `@T{t[i] = v}`,  
where `@id{t}` is the table at the given index  
and `@id{v}` is the value on the top of the stack.

This function pops the value from the stack.  
The assignment is raw,  
that is, it does not use the `@idx{__newindex}` metavalue.

```
}
```

```
@APIEntry{void lua_rawsetp (lua_State *L, int index, const void *p);|
@apii{1,0,m}
```

Does  
the equivalent of `@T{t[p] = v}`,  
where `@id{t}` is the table at the given index,  
`@id{p}` is encoded as a light userdata,  
and `@id{v}` is the value on the top of the stack.

This function pops the value from the stack.  
The assignment is raw,  
that is, it does not use the `@idx{__newindex}` metavalue.

```
}
```

```
@APIEntry{
typedef const char * (*lua_Reader) (lua_State *L,
 void *data,
 size_t *size);|
```

The reader function used by `@Lid{lua_load}`.  
Every time `@Lid{lua_load}` needs another piece of the chunk,  
it calls the reader,  
passing along its `@id{data}` parameter.  
The reader must return a pointer to a block of memory  
with a new piece of the chunk  
and set `@id{size}` to the block size.  
The block must exist until the reader function is called again.  
To signal the end of the chunk,  
the reader must return `@id{NULL}` or set `@id{size}` to zero.  
The reader function may return pieces of any size greater than zero.

```
}
```

```
@APIEntry{void
```

```
lua_register (lua_State *L, const char *name, lua_CFunction f);|
@api{0,0,e}
```

Sets the @N{C function} @id{f} as the new value of global @id{name}.

It is defined as a macro:

```
@verbatim{
#define lua_register(L,n,f) \
 (lua_pushcfunction(L, f), lua_setglobal(L, n))
}

}
```

```
@APIEntry{void lua_remove (lua_State *L, int index);|
@api{1,0,-}}
```

Removes the element at the given valid index,  
shifting down the elements above this index to fill the gap.  
This function cannot be called with a pseudo-index,  
because a pseudo-index is not an actual stack position.

```
}
```

```
@APIEntry{void lua_replace (lua_State *L, int index);|
@api{1,0,-}}
```

Moves the top element into the given valid index  
without shifting any element  
(therefore replacing the value at that given index),  
and then pops the top element.

```
}
```

```
@APIEntry{int lua_resetthread (lua_State *L);|
@api{0,?,-}}
```

Resets a thread, cleaning its call stack and closing all pending  
to-be-closed variables.

Returns a status code:

```
@Lid{LUA_OK} for no
errors in the thread
```

(either the original error that stopped the thread or  
errors in closing methods),  
or an error status otherwise.

In case of error,

leaves the error object on the top of the stack.

```
}
```

```
@APIEntry{int lua_resume (lua_State *L, lua_State *from, int nargs,
 int *nresults);|
@apii{?,?,-}}
```

Starts and resumes a coroutine in the given thread @id{L}.

To start a coroutine,  
you push the main function plus any arguments  
onto the empty stack of the thread.  
then you call @Lid{lua\_resume},  
with @id{nargs} being the number of arguments.  
This call returns when the coroutine suspends or finishes its execution.  
When it returns,  
@id{\*nresults} is updated and  
the top of the stack contains  
the @id{\*nresults} values passed to @Lid{lua\_yield}  
or returned by the body function.  
@Lid{lua\_resume} returns  
@Lid{LUA\_YIELD} if the coroutine yields,  
@Lid{LUA\_OK} if the coroutine finishes its execution  
without errors,  
or an error code in case of errors @see{statuscodes}.

In  
case of errors,  
the error object is on the top of the stack.

To resume a coroutine,  
you remove the @id{\*nresults} yielded values from its stack,  
push the values to be passed as results from @id{yield},  
and then call @Lid{lua\_resume}.

The parameter @id{from} represents the coroutine that is resuming @id{L}.

If there is no such coroutine,  
this parameter can be @id{NULL}.

}

```
@APIEntry{void lua_rotate (lua_State *L, int idx, int n);|
@apii{0,0,-}}
```

Rotates the stack elements between the valid index @id{idx}  
and the top of the stack.

The elements are rotated @id{n} positions in the direction of the top,  
for a positive @id{n},  
or @T{-n} positions in the direction of the bottom,  
for a negative @id{n}.

The absolute value of @id{n} must not be greater than the size  
of the slice being rotated.

This function cannot be called with a pseudo-index,  
because a pseudo-index is not an actual stack position.

}

```
@APIEntry{void lua_setallocf (lua_State *L, lua_Alloc f, void *ud);|
@apii{0,0,-}
```

Changes

the @x{allocator function} of a given state to @id{f}  
with user data @id{ud}.

}

```
@APIEntry{void lua_setfield (lua_State *L, int index, const char *k);|
@apii{1,0,e}
```

Does the equivalent to @T{t[k] = v},  
where @id{t} is the value at the given index  
and @id{v} is the value on the top of the stack.

This function pops the value from the stack.  
As in Lua, this function may trigger a metamethod  
for the @Q{newindex} event @see{metatable}.

}

```
@APIEntry{void lua_setglobal (lua_State *L, const char *name);|
@apii{1,0,e}
```

Pops a value from the stack and  
sets it as the new value of global @id{name}.

}

```
@APIEntry{void lua_seti (lua_State *L, int index, lua_Integer n);|
@apii{1,0,e}
```

Does the equivalent to @T{t[n] = v},  
where @id{t} is the value at the given index  
and @id{v} is the value on the top of the stack.

This function pops the value from the stack.  
As in Lua, this function may trigger a metamethod  
for the @Q{newindex} event @see{metatable}.

}

```
@APIEntry{int lua_setiuservalue (lua_State
*L, int index, int n);|
@apii{1,0,-}
```

Pops a value from the stack and sets it as the new @id{n}-th user value associated to the full userdata at the given index. Returns 0 if the userdata does not have that value.

```
}
```

```
@APIEntry{int lua_setmetatable (lua_State *L, int index);|
@apii{1,0,-}
```

Pops a table or @nil from the stack and sets that value as the new metatable for the value at the given index. (@nil means no metatable.)

(For historical reasons, this function returns an @id{int}, which now is always 1.)

```
}
```

```
@APIEntry{void lua_settable (lua_State *L, int index);|
@apii{2,0,e}
```

Does the equivalent to @T{t[k] = v}, where @id{t} is the value at the given index, @id{v} is the value on the top of the stack, and @id{k} is the value just below the top.

This function pops both the key and the value from the stack. As in Lua, this function may trigger a metamethod for the @Q{newindex} event @see{metatable}.

```
}
```

```
@APIEntry{void lua_settop (lua_State *L, int index);|
@apii{?,?,e}
```

Accepts any index, @N{or 0}, and sets the stack top to this index. If the new top is greater than the old one, then the new elements are filled with @nil. If @id{index} @N{is 0}, then all stack elements are removed.

This function can run arbitrary code when removing an index

marked as to-be-closed from the stack.

}

```
@APIEntry{void lua_setwarnf (lua_State *L, lua_WarnFunction f, void *ud);|
@apii{0,0,-}}
```

Sets the @x{warning function} to be used by Lua to emit warnings  
@see{lua\_WarnFunction}.  
The @id{ud} parameter sets the value @id{ud} passed to  
the warning function.

}

```
@APIEntry{typedef struct lua_State lua_State;|
```

An opaque structure that points to a thread and indirectly  
(through the thread) to the whole state of a Lua interpreter.  
The Lua library is fully reentrant:  
it has no global variables.  
All information about a state is accessible through this structure.

A pointer to this structure must be passed as the first argument to  
every function in the library, except to @Lid{lua\_newstate},  
which  
creates a Lua state from scratch.

}

```
@APIEntry{int lua_status (lua_State *L);|
@apii{0,0,-}}
```

Returns the status of the thread @id{L}.

The status can be @Lid{LUA\_OK} for a normal thread,  
an error code if the thread finished the execution  
of a @Lid{lua\_resume} with an error,  
or @Lid{LUA\_YIELD} if the thread is suspended.

You can call functions only in threads with status @Lid{LUA\_OK}.  
You can resume threads with status @Lid{LUA\_OK}  
(to start a new coroutine) or @Lid{LUA\_YIELD}  
(to resume a coroutine).

}

```
@APIEntry{size_t lua_stringtonumber (lua_State *L, const char *s);|
@apii{0,1,-}}
```



Converts the zero-terminated string @id{s} to a number,  
pushes that number into the stack,  
and returns the total size of the string,  
that is, its length plus one.  
The conversion can result in an integer or a float,  
according to the lexical conventions of Lua @see{lexical}.  
The string may have leading and trailing whitespaces and a sign.  
If the string is not a valid numeral,  
returns 0 and pushes nothing.  
(Note  
that the result can be used as a boolean,  
true if the conversion succeeds.)

}

```
@APIEntry{int lua_toboolean (lua_State *L, int index);|
@apii{0,0,-}}
```

Converts the Lua value at the given index to a @N{C boolean}  
value (@N{0 or 1}).  
Like all tests in Lua,  
@Lid{lua\_toboolean} returns true for any Lua value  
different from @false and @nil;  
otherwise it returns false.  
(If you want to accept only actual boolean values,  
use @Lid{lua\_isboolean} to test the value's type.)

}

```
@APIEntry{lua_CFunction lua_tocfunction (lua_State *L, int index);|
@apii{0,0,-}}
```

Converts a value at the given index to a @N{C function}.  
That value must be a @N{C function};  
otherwise, returns @id{NULL}.

}

```
@APIEntry{void lua_toclose (lua_State *L, int index);|
@apii{0,0,m}}
```

Marks the given index in the stack as a  
to-be-closed slot @see{to-be-closed}.  
Like a to-be-closed variable in Lua,  
the value at that slot in the stack will be closed  
when it goes out of scope.  
Here, in the context of a C function,

to go  
out of scope means that the running function returns to Lua,  
or there is an error,  
or the slot is removed from the stack through  
`@Lid{lua_settop}` or `@Lid{lua_pop}`,  
or there is a call to `@Lid{lua_closeslot}`.  
A slot marked as to-be-closed should not be removed from the stack  
by any other function in the API except `@Lid{lua_settop}` or `@Lid{lua_pop}`,  
unless previously deactivated by `@Lid{lua_closeslot}`.

This function should not be called for an index  
that is equal to or below an active to-be-closed slot.

Note that, both in case of errors and of a regular return,  
by the time the `@idx{__close}` metamethod runs,  
the `@N{C stack}` was already unwound,  
so that any automatic `@N{C variable}` declared in the calling function  
(e.g., a buffer) will be out of scope.

}

```
@APIEntry{lua_Integer lua_tointeger (lua_State *L, int index);|
@apii{0,0,-}
```

Equivalent to `@Lid{lua_tointegerx}` with `@id{isnum}` equal to `@id{NULL}`.

}

```
@APIEntry{lua_Integer lua_tointegerx (lua_State *L, int index, int *isnum);|
@apii{0,0,-}
```

Converts  
the Lua value at the given index  
to the signed integral type `@Lid{lua_Integer}`.  
The Lua value must be an integer,  
or a number or string convertible to an integer `@see{coercion}`;  
otherwise, `@id{lua_tointegerx}` `@N{returns 0}`.

If `@id{isnum}` is not `@id{NULL}`,  
its referent is assigned a boolean value that  
indicates whether the operation succeeded.

}

```
@APIEntry{const char *lua_tolstring (lua_State *L, int index, size_t *len);|
@apii{0,0,m}
```

Converts the Lua value at the given index to a `@N{C string}`.

If @id{len} is not @id{NULL},  
it sets @T{\*len} with the string length.  
The Lua value must be a string or a number;  
otherwise, the function returns @id{NULL}.  
If the value is a number,  
then @id{lua\_tolstring} also  
@emph{changes the actual value in the stack to a string}.  
(This change confuses @Lid{lua\_next}  
when @id{lua\_tolstring} is applied to keys during a table traversal.)

@id{lua\_tolstring} returns a pointer  
to a string inside the Lua state @see{constchar}.  
This string always  
has a zero (@Char{0})  
after its last character (as @N{in C}),  
but can contain other zeros in its body.

}

```
@APIEntry{lua_Number lua_tonumber (lua_State *L, int index);|
@apii{0,0,-}
```

Equivalent to @Lid{lua\_tonumberx} with @id{isnum} equal to @id{NULL}.

}

```
@APIEntry{lua_Number lua_tonumberx (lua_State *L, int index, int *isnum);|
@apii{0,0,-}
```

Converts the Lua value at the given index  
to the @N{C type} @Lid{lua\_Number} @seeC{lua\_Number}.  
The Lua value must be a number or a string convertible to a number  
@see{coercion};  
otherwise, @Lid{lua\_tonumberx} @N{returns 0}.

If @id{isnum} is not @id{NULL},  
its referent is assigned a boolean value that  
indicates whether the operation succeeded.

}

```
@APIEntry{const void *lua_topointer (lua_State *L, int index);|
@apii{0,0,-}
```

Converts the value at the given index to a generic  
@N{C pointer} (@T{void\*}).  
The value can be a userdata, a table, a thread, a string, or a function;  
otherwise, @id{lua\_topointer} returns @id{NULL}.

Different objects will  
give different pointers.  
There is no way to convert the pointer back to its original value.

Typically this function is used only for hashing and debug information.

```
}
```

```
@APIEntry{const char *lua_tostring (lua_State *L, int index);|
@apii{0,0,m}}
```

Equivalent to @Lid{lua\_tolstring} with @id{len} equal to @id{NULL}.

```
}
```

```
@APIEntry{lua_State *lua_tothread (lua_State *L, int index);|
@apii{0,0,-}}
```

Converts the value at the given index to a Lua thread  
(represented as @T{lua\_State\*}).  
This value must be a thread;  
otherwise, the function returns @id{NULL}.

```
}
```

```
@APIEntry{void *lua_touserdata (lua_State *L, int index);|
@apii{0,0,-}}
```

If the value at the given index is a full userdata,  
returns its memory-block address.  
If the value is a light userdata,  
returns its value (a pointer).  
Otherwise, returns @id{NULL}.

```
}
```

```
@APIEntry{int lua_type (lua_State *L, int index);|
@apii{0,0,-}}
```

Returns the type of the value in the given valid index,  
or @id{LUA\_TNONE} for a non-valid but acceptable index.  
The types  
returned by @Lid{lua\_type} are coded by the following constants  
defined in @id{lua.h}:  
@defid{LUA\_TNIL},  
@defid{LUA\_TNUMBER},  
@defid{LUA\_TBOOLEAN},  
@defid{LUA\_TSTRING},

```
@defid{LUA_TTABLE},
@defid{LUA_TFUNCTION},
@defid{LUA_TUSERDATA},
@defid{LUA_TTHREAD},
and
@defid{LUA_TLIGHTUSERDATA}.
```

```
}
```

```
@APIEntry{const char *lua_typename (lua_State *L, int tp);|
@apii{0,0,-}}
```

Returns the name of the type encoded by the value @id{tp}, which must be one the values returned by @Lid{lua\_type}.

```
}
```

```
@APIEntry{typedef @ldots lua_Unsigned;|
```

The unsigned version of @Lid{lua\_Integer}.

```
}
```

```
@APIEntry{int lua_upvalueindex (int i);|
@apii{0,0,-}}
```

Returns the pseudo-index that represents the @id{i}-th upvalue of the running function @see{c-closure}.

@id{i} must be in the range @M{[1,256]}.

```
}
```

```
@APIEntry{lua_Number lua_version (lua_State *L);|
@apii{0,0,-}}
```

Returns the version number of this core.

```
}
```

```
@APIEntry{
typedef void (*lua_WarnFunction) (void *ud, const char *msg, int tocont);|
```

The type of @x{warning function}s, called by Lua to emit warnings.

The first parameter is an opaque pointer set by @Lid{lua\_setwarnf}.

The second parameter is the warning message.

The third parameter is a boolean that

indicates whether the message is  
to be continued by the message in the next call.

See @Lid{warn} for more details about warnings.

```
}
```

```
@APIEntry{
void lua_warning (lua_State *L, const char *msg, int tocont);|
@apii{0,0,-}
```

Emits a warning with the given message.  
A message in a call with @id{tocont} true should be  
continued in another call to this function.

See @Lid{warn} for more details about warnings.

```
}
```

```
@APIEntry{
typedef int (*lua_Writer) (lua_State *L,
 const void* p,
 size_t sz,
 void* ud);|
```

The type of the writer function used by @Lid{lua\_dump}.  
Every time @Lid{lua\_dump} produces another piece of chunk,  
it calls the writer,  
passing along the buffer to be written (@id{p}),  
its size (@id{sz}),  
and the @id{ud}  
parameter supplied to @Lid{lua\_dump}.

The writer returns an error code:  
@N{0 means} no errors;  
any other value means an error and stops @Lid{lua\_dump} from  
calling the writer again.

```
}
```

```
@APIEntry{void lua_xmove (lua_State *from, lua_State *to, int n);|
@apii{?,?,-}
```

Exchange values between different threads of the same state.

This function pops @id{n} values from the stack @id{from},  
and pushes them onto the stack @id{to}.

```
}
```

```
@APIEntry{int lua_yield (lua_State *L, int nresults);|
@apii{?,?,v}
```

This function is equivalent to @Lid{lua\_yieldk},  
but it has no continuation @see{continuations}.

Therefore, when the thread resumes,  
it continues the function that called  
the function calling @id{lua\_yield}.

To avoid surprises,  
this function should be called only in a tail call.

```
}
```

```
@APIEntry{
int lua_yieldk (lua_State *L,
 int nresults,
 lua_KContext ctx,
 lua_KFunction k);|
@apii{?,?,v}
```

Yields a coroutine (thread).

When a @N{C function} calls  
@Lid{lua\_yieldk},  
the running coroutine suspends its execution,  
and the call to @Lid{lua\_resume} that started this coroutine returns.  
The parameter @id{nresults} is the number of values from the stack  
that will be passed as results to @Lid{lua\_resume}.

When the coroutine is resumed again,  
Lua calls the given @x{continuation function} @id{k} to continue  
the execution of the @N{C function} that yielded @see{continuations}.  
This continuation function receives the same stack  
from the previous function,  
with the @id{n} results removed and  
replaced by the arguments passed to @Lid{lua\_resume}.  
Moreover,  
the continuation function receives the value @id{ctx}  
that was passed to @Lid{lua\_yieldk}.

Usually, this function does not return;  
when the coroutine eventually resumes,  
it continues executing the continuation function.  
However, there is one special case,  
which is when this function is called

from inside a line or a count hook @see{debugI}.  
 In that case, @id{lua\_yieldk} should be called with  
 no continuation  
 (probably in the form of @Lid{lua\_yield}) and no results,  
 and the hook should return immediately after the call.  
 Lua will yield and,  
 when the coroutine resumes again,  
 it will continue the normal execution  
 of the (Lua) function that triggered the hook.

This function can raise an error if it is called from a thread  
 with a pending C call with no continuation function  
 (what is called a @emphx{C-call boundary}),  
 or it is called from a thread that is not running inside a resume  
 (typically the main thread).

```
}

}
```

@sect2{debugI} @title{The Debug Interface}

Lua has no built-in debugging facilities.  
 Instead, it offers a special interface  
 by means of functions and @emph{hooks}.  
 This interface allows the construction of different  
 kinds of debuggers, profilers, and other tools  
 that need @Q{inside information} from the interpreter.

```
@APIEntry{
typedef struct lua_Debug {
 int event;
 const char *name; /* (n) */
 const char *namewhat; /* (n) */
 const char *what;
 /* (S) */
 const char *source; /* (S) */
 size_t srclen; /* (S) */
 int currentline; /* (l) */
 int linedefined; /* (S) */
 int lastlinedefined; /* (S) */
 unsigned char nups; /* (u) number of upvalues */
 unsigned char nparams; /* (u) number of parameters */
 char isvararg; /* (u) */
 char istailcall; /* (t) */
 unsigned short ftransfer; /* (r) index of first value transferred */
 unsigned short ntransfer; /* (r) number of transferred values */
```



```

char short_src[LUA_IDSIZE]; /* (S) */
/* private part */
@rep{other fields}
} lua_Debug;
|

```

A structure used to carry different pieces of information about a function or an activation record.

@Lid{lua\_getstack} fills only the private part of this structure, for later use.

To fill the other fields of @Lid{lua\_Debug} with useful information, you must call @Lid{lua\_getinfo} with an appropriate parameter.

(Specifically, to get a field,

you must add the letter between parentheses in the field's comment to the parameter @id{what} of @Lid{lua\_getinfo}.)

The fields of @Lid{lua\_Debug} have the following meaning:

@description{

@item{@id{source}}|

the source of the chunk that created the function.

If @T{source} starts with a @Char{@At},

it means that the function was defined in a file where

the file name follows the @Char{@At}.

If @T{source} starts with a @Char{=},

the remainder of its contents describes the source in a user-dependent manner.

Otherwise,

the function was defined in a string where

@T{source} is that string.

}

@item{@id{srclen}}|

The length of the string @id{source}.

}

@item{@id{short\_src}}|

a @Q{printable} version of @T{source}, to be used in error messages.

}

@item{@id{linedefined}}|

the line number where the definition of the function starts.

}

@item{@id{lastlinedefined}}|

the line number where the definition of the function ends.

}

@item{ @id{what} |  
the string @T{"Lua"} if the function is a Lua function,  
@T{"C"}  
if it is a @N{C function},  
@T{"main"} if it is the main part of a chunk.  
}

@item{ @id{currentline} |  
the current line where the given function is executing.  
When no line information is available,  
@T{currentline} is set to @num{-1}.  
}

@item{ @id{name} |  
a reasonable name for the given function.  
Because functions in Lua are first-class values,  
they do not have a fixed name:  
some functions can be the value of multiple global variables,  
while others can be stored only in a table field.  
The @T{lua\_getinfo} function checks how the function was  
called to find a suitable name.  
If it cannot find a name,  
then @id{name} is set to @id{NULL}.  
}

@item{ @id{namewhat} |  
explains the @T{name} field.  
The value of @T{namewhat} can be  
@T{"global"}, @T{"local"}, @T{"method"},  
@T{"field"}, @T{"upvalue"}, or @T{""} (the empty string),  
according to how the function was called.  
(Lua uses the empty string when no other option seems to apply.)  
}

@item{ @id{istailcall} |  
true if this function invocation  
was called by a tail call.  
In this case, the caller of this level is not in the stack.  
}

@item{ @id{nups} |  
the number of upvalues of the function.  
}

@item{ @id{nparams} |  
the number of parameters of the function  
(always @N{0} for @N{C functions}).  
}

@item{ @id{isvararg} |  
true if the function is a vararg function  
(always true for @N{C functions}).  
}

@item{ @id{ftansfer} |  
the index in the stack of the first value being @Q{transferred},  
that is, parameters in a call or return values in a return.  
(The other values are in consecutive indices.)  
Using this index, you can access and modify these values  
through @Lid{lua\_getlocal} and @Lid{lua\_setlocal}.  
This field is only meaningful during a  
call hook, denoting the first parameter,  
or a return hook, denoting the first value being returned.  
(For call hooks, this value is always 1.)  
}

@item{ @id{ntransfer} |  
The number of values being transferred (see previous item).  
(For calls of Lua functions,  
this value is always equal to @id{nparams}.)  
}

}

}

@APIEntry{lua\_Hook  
lua\_gethook (lua\_State \*L);  
@apii{0,0,-}

Returns the current hook function.

}

@APIEntry{int lua\_gethookcount (lua\_State \*L);  
@apii{0,0,-}

Returns the current hook count.

}

@APIEntry{int lua\_gethookmask (lua\_State \*L);  
@apii{0,0,-}

Returns the current hook mask.

```
}
```

```
@APIEntry{int lua_getinfo (lua_State *L, const char *what, lua_Debug *ar);
@apii{0|1,0|1|2,m}
```

Gets information about a specific function or function invocation.

To get information about a function invocation, the parameter @id{ar} must be a valid activation record that was filled by a previous call to @Lid{lua\_getstack} or given as argument to a hook @seeC{lua\_Hook}.

To get information about a function, you push it onto the stack and start the @id{what} string with the character @Char{>}.

(In that case,

@id{lua\_getinfo} pops the function from the top of the stack.)

For instance, to know in which line a function @id{f} was defined, you can write the following code:

```
@verbatim{
lua_Debug ar;
lua_getglobal(L,
"f"); /* get global 'f' */
lua_getinfo(L, ">S", &ar);
printf("%d\n", ar.linedefined);
}
```

Each character in the string @id{what} selects some fields of the structure @id{ar} to be filled or a value to be pushed on the stack. (These characters are also documented in the declaration of the structure @Lid{lua\_Debug}, between parentheses in the comments following each field.)

@description{

```
@item{ @Char{f} |
pushes onto the stack the function that is
running at the given level;
}
```

```
@item{ @Char{1} | fills in the field @id{currentline};
}
```

```
@item{ @Char{n} | fills in the fields @id{name} and @id{namewhat};
}
```

```
@item{ @Char{r} | fills in the fields @id{fttransfer} and @id{ntransfer};
}
```

```
@item{ @Char{S}|
fills in the fields @id{source}, @id{short_src},
@id{linedefined}, @id{lastlinedefined}, and @id{what};
}
```

```
@item{ @Char{t}| fills in the field @id{istailcall};
}
```

```
@item{ @Char{u}| fills in the fields
@id{nups}, @id{nparams}, and @id{isvararg};
}
```

```
@item{ @Char{L}|
pushes onto the stack a table
whose indices are
the lines on the function with some associated code,
that is, the lines where you can put a break point.
(Lines with no code include empty lines and comments.)
If this option is given together with option @Char{f},
its table is pushed after the function.
This is the only option that can raise a memory error.
}
```

```
}
```

This function returns 0 to signal an invalid option in @id{what};  
even then the valid options are handled correctly.

```
}
```

```
@APIEntry{const char *lua_getlocal (lua_State *L, const lua_Debug *ar, int n);|
@apii{0,0|1,-}
```

Gets information about a local variable or a temporary value  
of a given activation record or a given function.

In the first case,  
the parameter @id{ar} must be a valid activation record that was  
filled by a previous call to @Lid{lua\_getstack} or  
given as argument to a hook @seeC{lua\_Hook}.  
The index @id{n} selects which local variable to inspect;  
see @Lid{debug.getlocal} for details about variable indices  
and names.

@Lid{lua\_getlocal} pushes  
the variable's value onto the stack  
and returns its name.

In the second case, @id{ar} must be @id{NULL} and the function to be inspected must be on the top of the stack.

In this case, only parameters of Lua functions are visible (as there is no information about what variables are active) and no values are pushed onto the stack.

Returns @id{NULL} (and pushes nothing) when the index is greater than the number of active local variables.

}

```
@APIEntry{int lua_getstack (lua_State *L, int level, lua_Debug *ar);|
@apii{0,0,-}}
```

Gets information about the interpreter runtime stack.

This function fills parts of a @Lid{lua\_Debug} structure with an identification of the @emph{activation record} of the function executing at a given level.

@N{Level 0} is the current running function, whereas level @M{n+1} is the function that has called level @M{n} (except for tail calls, which do not count in the stack).

When called with a level greater than the stack depth,

@Lid{lua\_getstack} returns 0;

otherwise

it returns 1.

}

```
@APIEntry{const char *lua_getupvalue (lua_State *L, int funcindex, int n);|
@apii{0,0|1,-}}
```

Gets information about the @id{n}-th upvalue of the closure at index @id{funcindex}.

It pushes the upvalue's value onto the stack and returns its name.

Returns @id{NULL} (and pushes nothing)

when the index @id{n} is greater than the number of upvalues.

See @Lid{debug.getupvalue} for more information about upvalues.

}

```
@APIEntry{typedef void (*lua_Hook) (lua_State *L, lua_Debug *ar);|}
```

Type for debugging hook functions.

Whenever a hook is called, its `@id{ar}` argument has its field `@id{event}` set to the specific event that triggered the hook. Lua identifies these events with the following constants: `@defid{LUA_HOOKCALL}`, `@defid{LUA_HOOKRET}`, `@defid{LUA_HOOKTAILCALL}`, `@defid{LUA_HOOKLINE}`, and `@defid{LUA_HOOKCOUNT}`. Moreover, for line events, the field `@id{currentline}` is also set. To get the value of any other field in `@id{ar}`, the hook must call `@Lid{lua_getinfo}`.

For call events, `@id{event}` can be `@id{LUA_HOOKCALL}`, the normal value, or `@id{LUA_HOOKTAILCALL}`, for a tail call; in this case, there will be no corresponding return event.

While Lua is running a hook, it disables other calls to hooks. Therefore, if a hook calls back Lua to execute a function or a chunk, this execution occurs without any calls to hooks.

Hook functions cannot have continuations, that is, they cannot call `@Lid{lua_yieldk}`, `@Lid{lua_pcallk}`, or `@Lid{lua_callk}` with a non-null `@id{k}`.

Hook functions can yield under the following conditions: Only count and line events can yield; to yield, a hook function must finish its execution calling `@Lid{lua_yield}` with `@id{nresults}` equal to zero (that is, with no values).

}

```
@APIEntry{void lua_sethook (lua_State *L, lua_Hook f, int mask, int count);|
@apii{0,0,-}
```

Sets the debugging hook function.

Argument `@id{f}` is the hook function. `@id{mask}` specifies on which events the hook will be called: it is formed by a bitwise OR of the constants `@defid{LUA_MASKCALL}`, `@defid{LUA_MASKRET}`, `@defid{LUA_MASKLINE}`, and `@defid{LUA_MASKCOUNT}`. The `@id{count}` argument is only meaningful when the mask includes `@id{LUA_MASKCOUNT}`.

For each event, the hook is called as explained below:

@description{

@item{The call hook| is called when the interpreter calls a function.  
The hook is called just after Lua enters the new function.  
}

@item{The return hook| is called when the interpreter returns from a function.  
The hook is called just before Lua leaves the function.  
}

@item{The line hook| is called when the interpreter is about to  
start the execution of a new line of code,  
or when it jumps back in the code (even to the same line).  
This event only happens while Lua is executing a Lua function.  
}

@item{The count hook| is called after the interpreter executes every  
@T{count} instructions.  
This event only happens while Lua is executing a Lua function.  
}  
  
}

Hooks are disabled by setting @id{mask} to zero.

}

@APIEntry{const char \*lua\_setlocal  
(lua\_State \*L, const lua\_Debug \*ar, int n);  
@apii{0|1,0,-}}

Sets the value of a local variable of a given activation record.  
It assigns the value on the top of the stack  
to the variable and returns its name.  
It also pops the value from the stack.

Returns @id{NULL} (and pops nothing)  
when the index is greater than  
the number of active local variables.

Parameters @id{ar} and @id{n} are as in the function @Lid{lua\_getlocal}.

}

@APIEntry{const char \*lua\_setupvalue (lua\_State \*L, int funcindex, int n);  
@apii{0|1,0,-}}

Sets the value of a closure's upvalue.  
It assigns the value on the top of the stack



to the upvalue and returns its name.  
It also pops the value from the stack.

Returns @id{NULL} (and pops nothing)  
when the index @id{n} is greater than the number of upvalues.

Parameters @id{funcindex} and @id{n} are as in  
the function @Lid{lua\_getupvalue}.

}

```
@APIEntry{void *lua_upvalueid (lua_State *L, int funcindex, int n);|
@apii{0,0,-}
```

Returns a unique identifier for the  
upvalue numbered @id{n}  
from the closure at index @id{funcindex}.

These unique identifiers allow a program to check whether different  
closures share upvalues.

Lua closures that share an upvalue  
(that is, that access a same external local variable)  
will return identical ids for those upvalue indices.

Parameters @id{funcindex} and @id{n} are as in  
the function @Lid{lua\_getupvalue},  
but @id{n} cannot be greater than the number of upvalues.

}

```
@APIEntry{
void lua_upvaluejoin (lua_State *L, int funcindex1, int n1,
int funcindex2, int n2);|
@apii{0,0,-}
```

Make the @id{n1}-th upvalue of the Lua closure at index @id{funcindex1}  
refer to the @id{n2}-th upvalue of the Lua closure at index @id{funcindex2}.

}

}

}

```
@C{-----}
@sect1{auxlib|@title{The Auxiliary Library}}
```

@simplesect{

@index{luaXlib.h}

The @def{auxiliary library} provides several convenient functions to interface C with Lua.

While

the basic API provides the primitive functions for all interactions between C and Lua,

the auxiliary library provides higher-level functions for some common tasks.

All functions and types from the auxiliary library are defined in header file @id{luaXlib.h} and have a prefix @id{luaL\_}.

All functions in the auxiliary library are built on top of the basic API, and so they provide nothing that cannot be done with that API. Nevertheless, the use of the auxiliary library ensures more consistency to your code.

Several functions in the auxiliary library use internally some extra stack slots.

When a function in the auxiliary library uses less than five slots, it does not check the stack size; it simply assumes that there are enough slots.

Several functions in the auxiliary library are used to check @N{C function} arguments.

Because the error message is formatted for arguments (e.g., @St{bad argument #1}), you should not use these functions for other stack values.

Functions called

@id{luaL\_check\*}

always raise an error if the check is not satisfied.

}

@sect2{@title{Functions and Types}}

Here we list all functions and types from the auxiliary library in alphabetical order.

@APIEntry{void luaL\_addchar (luaL\_Buffer \*B, char c);|

@apii{?,?,m}

Adds the byte @id{c} to the buffer @id{B}  
@seeC{luaL\_Buffer}.

}

@APIEntry{  
const void luaL\_addgsub (luaL\_Buffer \*B, const char \*s,  
                          const char \*p, const char \*r);|  
@apii{?,?,m}

Adds a copy of the string @id{s} to the buffer @id{B} @seeC{luaL\_Buffer},  
replacing any occurrence of the string @id{p}  
with the string @id{r}.

}

@APIEntry{void luaL\_addstring (luaL\_Buffer \*B, const char \*s, size\_t l);|  
@apii{?,?,m}

Adds the string pointed to by @id{s} with length @id{l} to  
the buffer @id{B}  
@seeC{luaL\_Buffer}.  
The string can contain @x{embedded zeros}.

}

@APIEntry{void luaL\_addsize (luaL\_Buffer \*B, size\_t n);|  
@apii{?,?,-}

Adds to the buffer @id{B}  
a string of length @id{n} previously copied to the  
buffer  
area @seeC{luaL\_prepbuffer}.

}

@APIEntry{void luaL\_addstring (luaL\_Buffer \*B, const char \*s);|  
@apii{?,?,m}

Adds the zero-terminated string pointed to by @id{s}  
to the buffer @id{B}  
@seeC{luaL\_Buffer}.

}

@APIEntry{void luaL\_addvalue (luaL\_Buffer \*B);|

```
@apii{?,?,m}
```

Adds the value on the top of the stack  
to the buffer @id{B}  
@seeC{luaL\_Buffer}.  
Pops the value.

This is the only function on string buffers that can (and must)  
be called with an extra element on the stack,  
which is the value to be added to the buffer.

```
}
```

```
@APIEntry{
void luaL_argcheck (lua_State *L,
 int cond,
 int arg,
 const char *extrams);
@apii{0,0,v}
```

Checks whether @id{cond} is true.  
If it is not, raises an error with a standard message @seeF{luaL\_argerror}.

```
}
```

```
@APIEntry{int luaL_argerror (lua_State *L, int arg, const char *extrams);
@apii{0,0,v}
```

Raises an error reporting a problem with argument @id{arg}  
of the @N{C function} that called it,  
using  
a standard message  
that includes @id{extrams} as a comment:  
@verbatim{  
bad argument #@rep{arg} to '@rep{funcname}' (@rep{extrams})  
}

This function never returns.

```
}
```

```
@APIEntry{
void luaL_argexpected (lua_State *L,
 int cond,
 int arg,
 const char *tname);
@apii{0,0,v}
```

Checks whether @id{cond} is true.

If it is not, raises an error about the type of the argument @id{arg} with a standard message @seeF{luaL\_typeerror}.

}

@APIEntry{typedef struct luaL\_Buffer luaL\_Buffer;|

Type for a @def{string buffer}.

A string buffer allows @N{C code} to build Lua strings piecemeal.

Its pattern of use is as follows:

@itemize{

@item{First declare a variable @id{b} of type @Lid{luaL\_Buffer}.)}

@item{Then initialize it with a call @T{luaL\_buffinit(L, &b)}.)}

@item{

Then add string pieces to the buffer calling any of the @id{luaL\_add\*} functions.

}

@item{

Finish by calling @T{luaL\_pushresult(&b)}.

This call leaves the final string on the top of the stack.

}

}

If you know beforehand the maximum size of the resulting string, you can use the buffer like this:

@itemize{

@item{First declare a variable @id{b} of type @Lid{luaL\_Buffer}.)}

@item{Then initialize it and preallocate a space of size @id{sz} with a call @T{luaL\_buffinitsize(L, &b, sz)}.)}

@item{Then produce the string into that space.}

@item{

Finish by calling @T{luaL\_pushresultsize(&b, sz)}, where @id{sz} is the total size of the resulting string copied into that space (which may be less than or equal to the preallocated size).

}

}

During its normal operation,

a string buffer uses a variable number of stack slots.

So, while using a buffer, you cannot assume that you know where the top of the stack is.

You can use the stack between successive calls to buffer operations as long as that use is balanced;

that is,

when you call a buffer operation,

the stack is at the same level

it was immediately after the previous buffer operation.

(The only exception

to this rule is @Lid{luaL\_addvalue}.)

After calling @Lid{luaL\_pushresult},

the stack is back to its level when the buffer was initialized,

plus the final string on its top.

}

@APIEntry{char \*luaL\_buffaddr (luaL\_Buffer \*B);|

@apii{0,0,-}

Returns the address of the current content of buffer @id{B}

@seeC{luaL\_Buffer}.

Note that any addition to the buffer may invalidate this address.

}

@APIEntry{void luaL\_buffinit (lua\_State \*L, luaL\_Buffer \*B);|

@apii{0,?,-}

Initializes a buffer @id{B}

@seeC{luaL\_Buffer}.

This function does not allocate any space;

the buffer must be declared as a variable.

}

@APIEntry{size\_t luaL\_bufflen (luaL\_Buffer \*B);|

@apii{0,0,-}

Returns the length of the current content of buffer @id{B}

@seeC{luaL\_Buffer}.

}

@APIEntry{char \*luaL\_buffinitsize (lua\_State \*L, luaL\_Buffer \*B, size\_t sz);|

@apii{?,?,m}

Equivalent to the sequence

@Lid{luaL\_buffinit}, @Lid{luaL\_prepbuffsize}.

}

@APIEntry{void luaL\_buffsub (luaL\_Buffer \*B, int n);|

@apii{?,?,-}

Removes @id{n}

bytes from the the buffer @id{B}

@seeC{luaL\_Buffer}.

The buffer must have at least that many bytes.

}

@APIEntry{int luaL\_callmeta (lua\_State \*L, int obj, const char \*e);|

@apii{0,0|1,e}

Calls a metamethod.

If the object at index @id{obj} has a metatable and this

metatable has a field @id{e},

this function calls this field passing the object as its only argument.

In this case this function returns true and pushes onto the

stack the value returned by the call.

If there is no metatable or no metamethod,

this function returns false without pushing any value on the stack.

}

@APIEntry{void luaL\_checkany (lua\_State \*L, int arg);|

@apii{0,0,v}

Checks whether the function has an argument

of any type (including @nil) at position @id{arg}.

}

@APIEntry{lua\_Integer luaL\_checkinteger (lua\_State \*L, int arg);|

@apii{0,0,v}

Checks whether the function argument @id{arg} is an integer

(or can be converted to an integer)

and returns this integer.

}

```
@APIEntry{const char *luaL_checklstring (lua_State
*L, int arg, size_t *l);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string and returns this string; if @id{1} is not @id{NULL} fills its referent with the string's length.

This function uses @Lid{lua\_tolstring} to get its result, so all conversions and caveats of that function apply here.

```
}
```

```
@APIEntry{lua_Number luaL_checknumber (lua_State *L, int arg);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a number and returns this number converted to a @id{lua\_Number}.

```
}
```

```
@APIEntry{
int luaL_checkoption (lua_State *L,
int arg,
const char *def,
const char *const lst[]);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string and searches for this string in the array @id{lst} (which must be NULL-terminated). Returns the index in the array where the string was found. Raises an error if the argument is not a string or if the string cannot be found.

If @id{def} is not @id{NULL}, the function uses @id{def} as a default value when there is no argument @id{arg} or when this argument is @nil.

This is a useful function for mapping strings to @N{C enums}. (The usual convention in Lua libraries is to use strings instead of numbers to select options.)

```
}
```



```
@APIEntry{void luaL_checkstack (lua_State *L, int sz, const char *msg);|
@apii{0,0,v}
```

Grows the stack size to @T{top + sz} elements,  
raising an error if the stack cannot grow to that size.  
@id{msg} is an additional text to go into the error message  
(or @id{NULL} for no additional text).

```
}
```

```
@APIEntry{const char *luaL_checkstring (lua_State *L, int arg);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a string  
and returns this string.

This function uses @Lid{lua\_tolstring} to get its result,  
so all conversions and caveats of that function apply here.

```
}
```

```
@APIEntry{void luaL_checktype (lua_State *L, int arg, int t);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} has type  
@id{t}.  
See @Lid{lua\_type} for the encoding of types for @id{t}.

```
}
```

```
@APIEntry{void *luaL_checkudata (lua_State *L, int arg, const char *tname);|
@apii{0,0,v}
```

Checks whether the function argument @id{arg} is a userdata  
of the type @id{tname} @seeC{luaL\_newmetatable} and  
returns the userdata's memory-block address @seeC{lua\_touserdata}.

```
}
```

```
@APIEntry{void luaL_checkversion (lua_State *L);|
@apii{0,0,v}
```

Checks whether the code making the call and the Lua library being called  
are using the same version of Lua and the same numeric types.

```
}
```

```
@APIEntry{int luaL_dofile (lua_State *L, const char *filename);|
```

@apii{0,?,m}

Loads and runs the given file.

It is defined as the following macro:

```
@verbatim{
(luaL_loadfile(L, filename) || lua_pcall(L, 0, LUA_MULTRET, 0))
}
```

It returns @Lid{LUA\_OK} if there are no errors,  
or an error code in case of errors @see{statuscodes}.

}

```
@APIEntry{int luaL_dostring (lua_State *L, const char *str);|
@apii{0,?,-}}
```

Loads and runs the given string.

It is defined

as the following macro:

```
@verbatim{
(luaL_loadstring(L, str) || lua_pcall(L, 0, LUA_MULTRET, 0))
}
```

It returns @Lid{LUA\_OK} if there are no errors,  
or an error code in case of errors @see{statuscodes}.

}

```
@APIEntry{int luaL_error (lua_State *L, const char *fmt, ...);|
@apii{0,0,v}}
```

Raises an error.

The error message format is given by @id{fmt}

plus any extra arguments,

following the same rules of @Lid{lua\_pushfstring}.

It also adds at the beginning of the message the file name and

the line number where the error occurred,

if this information is available.

This function never returns,

but it is an idiom to use it in @N{C functions}

as @T{return luaL\_error(@rep{args})}.

}

```
@APIEntry{int luaL_execresult (lua_State *L, int stat);|
@apii{0,3,m}}
```

This function produces the return values for  
process-related functions in the standard library

(@Lid{os.execute} and @Lid{io.close}).

}

```
@APIEntry{
int luaL_fileresult (lua_State *L, int stat, const char *fname);|
@apii{0,1|3,m}
```

This function  
produces the return values for  
file-related functions in the standard library  
(@Lid{io.open}, @Lid{os.rename}, @Lid{file:seek}, etc.).

}

```
@APIEntry{int luaL_getmetafield (lua_State *L, int obj, const char *e);|
@apii{0,0|1,m}
```

Pushes onto the stack the field @id{e} from the metatable  
of the object at index @id{obj} and returns the type of the pushed value.  
If the object does not have a metatable,  
or if the metatable does not have this field,  
pushes nothing and returns @id{LUA\_TNIL}.

}

```
@APIEntry{int luaL_getmetatable (lua_State *L, const char *tname);|
@apii{0,1,m}
```

Pushes onto the stack the metatable associated with the name @id{tname}  
in the registry @seeC{luaL\_newmetatable},  
or @nil if there is no metatable associated with that name.  
Returns the type of the pushed value.

}

```
@APIEntry{int luaL_getsubtable (lua_State *L, int idx, const char *fname);|
@apii{0,1,e}
```

Ensures that the value @T{t[fname]},  
where @id{t} is the value at index @id{idx},  
is a table,  
and pushes that table onto  
the stack.  
Returns true if it finds a previous table there  
and false if it creates a new table.

}

```
@APIEntry{
const char *luaL_gsub (lua_State *L,
 const char *s,
 const char *p,
 const char *r);|
@apii{0,1,m}
```

Creates a copy of string @id{s},  
replacing any occurrence of the string @id{p}  
with the string @id{r}.  
Pushes the resulting string on the stack and returns it.

```
}
```

```
@APIEntry{lua_Integer luaL_len (lua_State *L, int index);|
@apii{0,0,e}
```

Returns the @Q{length} of the value at the given index  
as a number;  
it is equivalent to the @Char{#} operator in Lua @see{len-op}.  
Raises an error if the result of the operation is not an integer.  
(This case can only happen through metamethods.)

```
}
```

```
@APIEntry{
int luaL_loadbuffer (lua_State *L,
 const char *buff,
 size_t sz,
 const char *name);|
@apii{0,1,-}
```

Equivalent to @Lid{luaL\_loadbufferx} with @id{mode} equal to  
@id{NULL}.

```
}
```

```
@APIEntry{
int luaL_loadbufferx (lua_State *L,
 const char *buff,
 size_t sz,
 const char *name,
 const char *mode);|
@apii{0,1,-}
```

Loads a buffer as a Lua chunk.

This function uses @Lid{lua\_load} to load the chunk in the buffer pointed to by @id{buff} with size @id{sz}.

This function returns the same results as @Lid{lua\_load}.

@id{name} is the chunk name,

used for debug information and error messages.

The string @id{mode} works as in the function @Lid{lua\_load}.

}

```
@APIEntry{int luaL_loadfile (lua_State *L, const char *filename);|
```

```
@apii{0,1,m}
```

Equivalent to @Lid{luaL\_loadfilex} with @id{mode} equal to @id{NULL}.

}

```
@APIEntry{int luaL_loadfilex (lua_State *L, const char *filename,
 const char *mode);|
```

```
@apii{0,1,m}
```

Loads a file as a Lua chunk.

This function uses @Lid{lua\_load} to load the chunk in the file named @id{filename}.

If @id{filename}

is @id{NULL},

then it loads from the standard input.

The first line in the file is ignored if it starts with a @T{#}.

The string @id{mode} works as in the function @Lid{lua\_load}.

This function returns the same results as @Lid{lua\_load}

or @Lid{LUA\_ERRFILE} for file-related errors.

As @Lid{lua\_load}, this function only loads the chunk;

it does not run it.

}

```
@APIEntry{int luaL_loadstring (lua_State *L, const char *s);|
```

```
@apii{0,1,-}
```

Loads a string as a Lua chunk.

This function uses @Lid{lua\_load} to load the chunk in the zero-terminated string @id{s}.

This function returns the same results as @Lid{lua\_load}.

Also as @Lid{lua\_load}, this function only loads the chunk;  
it does not run it.

```
}
```

```
@APIEntry{void luaL_newlib (lua_State *L, const luaL_Reg l[]);
@apii{0,1,m}}
```

Creates a new table and registers there  
the functions in the list @id{1}.

It is implemented as the following macro:

```
@verbatim{
(luaL_newlibtable(L,l), luaL_setfuncs(L,l,0))
}
```

The array @id{1} must be the actual  
array,  
not a pointer to it.

```
}
```

```
@APIEntry{void luaL_newlibtable (lua_State *L, const luaL_Reg l[]);
@apii{0,1,m}}
```

Creates a new table with a size optimized  
to store all entries in the array @id{1}  
(but does not actually store them).

It is intended to be used in conjunction with @Lid{luaL\_setfuncs}  
@seeF{luaL\_newlib}.

It is implemented as a macro.

The array @id{1} must be the actual array,  
not a pointer to it.

```
}
```

```
@APIEntry{int luaL_newmetatable (lua_State *L, const char *tname);
@apii{0,1,m}}
```

If the registry already has the key @id{tname},  
returns 0.

Otherwise,  
creates a new table to be used as a metatable for userdata,  
adds to this new table the pair @T{\_\_name = tname},  
adds to the registry the pair @T{[tname] = new table},  
and returns 1.

In both cases,  
the function pushes onto the stack the final value associated  
with @id{name} in the registry.

}

```
@APIEntry{lua_State *luaL_newstate (void);|
@apii{0,0,-}
```

Creates a new Lua state.  
It calls @Lid{lua\_newstate} with an  
allocator based  
on the @N{standard C} allocation functions  
and then sets a warning function and a panic function @see{C-error}  
that print messages to the standard error output.

Returns the new state,  
or @id{NULL} if there is a @x{memory allocation error}.

}

```
@APIEntry{void luaL_openlibs (lua_State *L);|
@apii{0,0,e}
```

Opens all standard Lua libraries into the given state.

}

```
@APIEntry{
T luaL_opt (L, func, arg, dflt);|
@apii{0,0,-}
```

This macro is defined as follows:

```
@verbatim{
(lua_isonenil(L,(arg)) ? (dflt) : func(L,(arg)))
}
```

In words, if the argument @id{arg} is nil or absent,  
the macro results in the default @id{dflt}.

Otherwise, it results in the result of calling @id{func}  
with the state @id{L} and the argument index @id{arg} as  
arguments.

Note that it evaluates the expression @id{dflt} only if needed.

}

```
@APIEntry{
lua_Integer luaL_optinteger (lua_State *L,
```

```
 int arg,
 lua_Integer d);
@apii{0,0,v}
```

If the function argument @id{arg}  
is an integer  
(or it is convertible to an integer),  
returns this integer.

If this argument is absent or is @nil,  
returns @id{d}.

Otherwise, raises an error.

```
}
```

```
@APIEntry{
const char *luaL_optlstring (lua_State *L,
 int arg,
 const char *d,
 size_t *l);
@apii{0,0,v}
```

If the function argument @id{arg} is a string,  
returns this string.

If this argument is absent or is @nil,  
returns @id{d}.

Otherwise, raises an error.

If @id{l} is not @id{NULL},  
fills its referent with the result's length.

If the result is @id{NULL}

(only possible when returning @id{d} and @T{d == NULL}),  
its length is considered zero.

This function uses @Lid{lua\_tolstring} to get its result,  
so all conversions and caveats of that function apply here.

```
}
```

```
@APIEntry{lua_Number luaL_optnumber (lua_State *L, int arg, lua_Number d);
@apii{0,0,v}
```

If the function argument @id{arg} is a number,  
returns this number as a @id{lua\_Number}.

If

this argument is absent or is @nil,  
returns @id{d}.

Otherwise, raises an error.



```
}
```

```
@APIEntry{
const char *luaL_optstring (lua_State *L,
 int arg,
 const char *d);
@apii{0,0,v}
```

If the function argument @id{arg} is a string,  
returns this string.

If this argument is absent or is @nil,  
returns @id{d}.

Otherwise, raises an error.

```
}
```

```
@APIEntry{char *luaL_prepbuffer (luaL_Buffer *B);
@apii{?,?,m}
```

Equivalent to @Lid{luaL\_prepbuffsize}  
with the predefined size @defid{LUAL\_BUFFERSIZE}.

```
}
```

```
@APIEntry{char *luaL_prepbuffsize (luaL_Buffer *B, size_t sz);
@apii{?,?,m}
```

Returns an address to a space of size @id{sz}  
where you can copy a string to be added to buffer @id{B}  
@seeC{luaL\_Buffer}.

After copying the string into this space you must call  
@Lid{luaL\_addsize} with the size of the string to actually add  
it to the buffer.

```
}
```

```
@APIEntry{void luaL_pushfail (lua_State *L);
@apii{0,1,-}
```

Pushes the @fail value onto the stack @see{libraries}.

```
}
```

```
@APIEntry{void
luaL_pushresult (luaL_Buffer *B);
@apii{?,1,m}
```

Finishes the use of buffer @id{B} leaving the final string on

the top of the stack.

}

```
@APIEntry{void luaL_pushresultsz (luaL_Buffer *B, size_t sz);|
@apii{?,1,m}
```

Equivalent to the sequence @Lid{luaL\_addsize}, @Lid{luaL\_pushresult}.

}

```
@APIEntry{int luaL_ref (lua_State *L, int t);|
@apii{1,0,m}
```

Creates and returns a @def{reference},  
in the table at index @id{t},  
for the object on the top of the stack (and pops the object).

A reference is a unique integer key.

As long as you do not manually add integer keys into the table @id{t},

@Lid{luaL\_ref} ensures the uniqueness of the key it returns.

You can retrieve an object referred by the reference @id{r}

by calling @T{lua\_rawgeti(L, t, r)}.

The function @Lid{luaL\_unref} frees a reference.

If the object on the top of the stack is @nil,

@Lid{luaL\_ref} returns the constant @defid{LUA\_REFNIL}.

The constant @defid{LUA\_NOREF} is guaranteed to be different  
from any reference

returned by @Lid{luaL\_ref}.

}

```
@APIEntry{
typedef struct luaL_Reg {
const char *name;
lua_CFunction func;
} luaL_Reg;
|
```

Type for arrays of functions to be registered by

@Lid{luaL\_setfuncs}.

@id{name} is the function name and @id{func} is a pointer to  
the function.

Any array of @Lid{luaL\_Reg} must end with a sentinel entry  
in which both @id{name} and @id{func} are @id{NULL}.

}

```
@APIEntry{
void luaL_requiref (lua_State *L, const char *modname,
 luaL_CFunction openf, int glb);
@apii{0,1,e}
```

If @T{package.loaded[modname]} is not true,  
calls the function @id{openf} with the string @id{modname} as an argument  
and sets the call result to @T{package.loaded[modname]},  
as if that function has been called through @Lid{require}.

If @id{glb} is true,  
also stores the module into the global @id{modname}.

Leaves a copy of the module on the stack.

```
}
```

```
@APIEntry{void luaL_setfuncs (lua_State *L, const luaL_Reg *l, int nup);
@apii{nup,0,m}
```

Registers all functions in the array  
@id{l}  
@seeC{lual\_Reg} into the table on the top of the stack  
(below optional upvalues, see next).

When @id{nup} is not zero,  
all functions are created with @id{nup} upvalues,  
initialized with copies of the @id{nup} values  
previously pushed on the stack  
on top of the library table.  
These values are popped from the stack after the registration.

A function with a @id{NULL} value represents a placeholder,  
which is filled with @false.

```
}
```

```
@APIEntry{void luaL_setmetatable (lua_State *L, const char *tname);
@apii{0,0,-}
```

Sets the metatable of the object on the top of the stack  
as the metatable associated with name @id{tname}  
in the registry @seeC{lual\_newmetatable}.

```
}
```

```
@APIEntry{
```

```

typedef struct luaL_Stream {
 FILE *f;
 lua_CFunction closef;
} luaL_Stream;
|

```

The standard representation for @x{file handles} used by the standard I/O library.

A file handle is implemented as a full userdata, with a metatable called @id{LUA\_FILEHANDLE} (where @id{LUA\_FILEHANDLE} is a macro with the actual metatable's name).

The metatable is created by the I/O library @seeF{luaL\_newmetatable}.

This userdata must start with the structure @id{luaL\_Stream}; it can contain other data after this initial structure.

The field @id{f} points to the corresponding C stream (or it can be @id{NULL} to indicate an incompletely created handle).

The field @id{closef} points to a Lua function that will be called to close the stream when the handle is closed or collected; this function receives the file handle as its sole argument and must return either a true value, in case of success, or a false value plus an error message, in case of error.

Once Lua calls this field, it changes the field value to @id{NULL} to signal that the handle is closed.

```

}

```

```

@APIEntry{void *luaL_testudata (lua_State *L, int arg, const char *tname);|
@api{0,0,m}

```

This function works like @Lid{luaL\_checkudata}, except that, when the test fails, it returns @id{NULL} instead of raising an error.

```

}

```

```

@APIEntry{const char *luaL_tolstring
(lua_State *L, int idx, size_t *len);|
@api{0,1,e}

```

Converts any Lua value at the given index to a @N{C string} in a reasonable format.

The resulting string is pushed onto the stack and also

returned by the function @see{constchar}.  
If @id{len} is not @id{NULL},  
the function also sets @T{\*len} with the string length.

If the value has a metatable with a @idx{\_\_tostring} field,  
then @id{luaL\_tolstring} calls the corresponding metamethod  
with the value as argument,  
and uses the result of the call as its result.

}

```
@APIEntry{
void luaL_traceback (lua_State *L, lua_State *L1, const char *msg,
 int level);|
@apii{0,1,m}
```

Creates and pushes a traceback of the stack @id{L1}.  
If @id{msg} is not @id{NULL}, it is appended  
at the beginning of the traceback.  
The @id{level} parameter tells at which level  
to start the traceback.

}

```
@APIEntry{const char *luaL_typeerror (lua_State *L,
 int arg,
 const
 char *tname);|
@apii{0,0,v}
```

Raises a type error for the argument @id{arg}  
of the @N{C function} that called it,  
using a standard message;  
@id{tname} is a @Q{name} for the expected type.  
This function never returns.

}

```
@APIEntry{const char *luaL_typedname (lua_State *L, int index);|
@apii{0,0,-}
```

Returns the name of the type of the value at the given index.

}

```
@APIEntry{void luaL_unref (lua_State *L, int t, int ref);|
@apii{0,0,-}
```

Releases the reference @id{ref} from the table at index @id{t}  
@seeC{luaL\_unref}.

The entry is removed from the table,  
so that the referred object can be collected.

The reference @id{ref} is also freed to be used again.

If @id{ref} is @Lid{LUA\_NOREF} or @Lid{LUA\_REFNIL},  
@Lid{luaL\_unref} does nothing.

}

@APIEntry{void luaL\_where (lua\_State \*L, int lvl);  
@apii{0,1,m}}

Pushes onto the stack a string identifying the current position  
of the control at level @id{lvl} in the call stack.

Typically this string has the following format:

@verbatim{  
@rep{chunkname}:@rep{currentline}:

}

@N{Level

0} is the running function,

@N{level 1} is the function that called the running function,

etc.

This function is used to build a prefix for error messages.

}

}

}

@C{-----}  
@sect1{libraries| @title{The Standard Libraries}}

@simplesect{

The standard Lua libraries provide useful functions  
that are implemented @N{in C} through the @N{C API}.

Some of these functions provide essential services to the language  
(e.g., @Lid{type} and @Lid{getmetatable});

others provide access to outside services (e.g., I/O);

and others could be implemented in Lua itself,

but that for different reasons

deserve an implementation in C (e.g., @Lid{table.sort}).

All libraries are implemented through the official @N{C API} and are provided as separate @N{C modules}.

Unless otherwise noted, these library functions do not adjust its number of arguments to its expected parameters.

For instance, a function documented as @T{foo(arg)} should not be called without an argument.

The notation @fail means a false value representing some kind of failure.

(Currently, @fail is equal to @nil, but that may change in future versions.

The recommendation is to always test the success of these functions with @T{(not status)}, instead of @T{(status == nil)}.)

Currently, Lua has the following standard libraries:

```
@itemize{
 @item{ @link{predefined|basic library};}
 @item{ @link{corolib|coroutine library};}
 @item{ @link{packlib|package library};}
 @item{ @link{strlib|string manipulation};}
 @item{ @link{utf8|basic UTF-8 support};}
 @item{ @link{tablib|table manipulation};}
 @item{ @link{mathlib|mathematical functions} (sin, log, etc.);}
 @item{ @link{iolib|input and output};}
 @item{ @link{oslib|operating system facilities};}
 @item{ @link{debuglib|debug facilities}.}
}
```

Except for the basic and the package libraries, each library provides all its functions as fields of a global table or as methods of its objects.

To have access to these libraries, the @N{C host} program should call the @Lid{luaL\_openlibs} function,

which opens all standard libraries.

Alternatively,

the host program can open them individually by using

@Lid{luaL\_requiref} to call

@defid{luaopen\_base} (for the basic library),

@defid{luaopen\_package} (for the package library),

@defid{luaopen\_coroutine} (for the coroutine library),

@defid{luaopen\_string} (for the string library),

@defid{luaopen\_utf8} (for the UTF-8 library),

@defid{luaopen\_table} (for the table library),

@defid{luaopen\_math} (for the mathematical library),

@defid{luaopen\_io} (for the I/O library),

@defid{luaopen\_os} (for the operating system library),

and @defid{luaopen\_debug} (for the debug library).

These functions are declared in @defid{lualib.h}.

}

@sect2{predefined| @title{Basic Functions}}

The basic library provides core functions to Lua.

If you do not include this library in your application,  
you should check carefully whether you need to provide  
implementations

for some of its facilities.

@LibEntry{assert (v [, message])|

Raises an error if

the value of its argument @id{v} is false (i.e., @nil or @false);

otherwise, returns all its arguments.

In case of error,

@id{message} is the error object;

when absent, it defaults to @St{assertion failed!}

}

@LibEntry{collectgarbage ([opt [, arg]])|

This function is a generic interface to the garbage collector.

It performs different functions according to its first argument, @id{opt}:

@description{

@item{ @St{collect} |

Performs a full garbage-collection cycle.

This is the default option.



}

@item{ @St{stop}}|

Stops automatic execution of the garbage collector.  
The collector will run only when explicitly invoked,  
until a call to restart it.

}

@item{ @St{restart}}|

Restarts automatic execution of the garbage collector.

}

@item{ @St{count}}|

Returns the total memory in use by Lua in Kbytes.

The value has a fractional part,  
so that it multiplied by 1024  
gives the exact number of bytes in use by Lua.

}

@item{ @St{step}}|

Performs

a garbage-collection step.

The step @Q{size} is controlled by @id{arg}.

With a zero value,

the collector will perform one basic (indivisible) step.

For non-zero values,

the collector will perform as if that amount of memory  
(in Kbytes) had been allocated by Lua.

Returns @true if the step finished a collection cycle.

}

@item{ @St{isrunning}}|

Returns a boolean that tells whether the collector is running  
(i.e., not stopped).

}

@item{ @St{incremental}}|

Change the collector mode to incremental.

This option can be followed by three numbers:

the garbage-collector pause,

the step multiplier,

and the step size @see{incmode}.

A zero means to not change that value.

}

@item{ @St{generational}}|

Change the collector mode to generational.

This option can be followed by two numbers:

the garbage-collector minor multiplier  
and the major multiplier @see{genmode}.  
A zero means to not change that value.  
}

}  
See @See{GC} for more details about garbage collection  
and some of these options.

This  
function should not be called by a finalizer.

}

@LibEntry{dofile ([filename])}  
Opens the named file and executes its content as a Lua chunk.  
When called without arguments,  
@id{dofile} executes the content of the standard input (@id{stdin}).  
Returns all values returned by the chunk.  
In case of errors, @id{dofile} propagates the error  
to its caller.  
(That is, @id{dofile} does not run in protected mode.)

}

@LibEntry{error (message [, level])}  
Raises an error @see{error} with @id{message} as the error object.  
This function never returns.

Usually, @id{error} adds some information about the error position  
at the beginning of the message, if the message is a string.  
The @id{level} argument specifies how to get the error position.  
With @N{level 1} (the default), the error position is where the  
@id{error} function was called.  
@N{Level 2} points the error to where the function  
that called @id{error} was called; and so on.  
Passing a @N{level 0} avoids the addition of error position  
information  
to the message.

}

@LibEntry{\_G}  
A global variable (not a function) that  
holds the @x{global environment} @see{globalenv}.  
Lua itself does not use this variable;  
changing its value does not affect any environment,  
nor vice versa.

}

@LibEntry{getmetatable (object)}

If @id{object} does not have a metatable, returns @nil.  
Otherwise,  
if the object's metatable has a @idx{\_\_metatable} field,  
returns the associated value.  
Otherwise, returns the metatable of the given object.

}

@LibEntry{ipairs (t)}

Returns three values (an iterator function, the table @id{t}, and 0)  
so that the construction  
@verbatim{  
for i,v in ipairs(t) do @rep{body} end  
}  
will iterate over the key@En{ } value pairs  
(@T{1,t[1]}), (@T{2,t[2]}), @ldots,  
up to the first absent index.

}

@LibEntry{load (chunk [, chunkname [, mode [, env]]])}

Loads a chunk.

If @id{chunk} is a string, the chunk is this string.  
If @id{chunk} is a function,  
@id{load} calls it repeatedly to get the chunk pieces.  
Each call to  
@id{chunk} must return a string that concatenates  
with previous results.  
A return of an empty string, @nil, or no value signals the end of the chunk.

If there are no syntactic errors,  
@id{load} returns the compiled chunk as a function;  
otherwise, it returns @fail plus the error message.

When you load a main chunk,  
the resulting function will always have exactly one upvalue,  
the @id{\_\_ENV} variable @see{globalenv}.  
However,  
when you load a binary chunk created from a function @seeF{string.dump},  
the resulting function can have an arbitrary number of upvalues,

and there is no guarantee that its first upvalue will be the `@id{_ENV}` variable.  
(A non-main function may not even have an `@id{_ENV}` upvalue.)

Regardless, if the resulting function has any upvalues, its first upvalue is set to the value of `@id{env}`, if that parameter is given, or to the value of the `@x{global environment}`. Other upvalues are initialized with `@nil`. All upvalues are fresh, that is, they are not shared with any other function.

`@id{chunkname}` is used as the name of the chunk for error messages and debug information `@see{debugI}`.  
When absent, it defaults to `@id{chunk}`, if `@id{chunk}` is a string, or to `@St{=(load)}` otherwise.

The string `@id{mode}` controls whether the chunk can be text or binary (that is, a precompiled chunk).  
It may be the string `@St{b}` (only `@x{binary chunk}s`), `@St{t}` (only text chunks), or `@St{bt}` (both binary and text).  
The default is `@St{bt}`.

It is safe to load malformed binary chunks;  
`@id{load}` signals an appropriate error.  
However,  
Lua does not check the consistency of the code inside binary chunks; running maliciously crafted bytecode can crash the interpreter.

}

`@LibEntry{loadfile ([filename [, mode [, env]])}`

Similar to `@Lid{load}`,  
but gets the chunk from file `@id{filename}`  
or from the standard input,  
if no file name is given.

}

`@LibEntry{next (table [, index])}`

Allows a program to traverse all fields of a table.  
Its first argument is a table and its second argument is

an index in this table.

A call to `@id{next}` returns the next index of the table and its associated value.

When called with `@nil` as its second argument,

`@id{next}` returns an initial index and its associated value.

When called with the last index,

or with `@nil` in an empty table,

`@id{next}` returns `@nil`.

If the second argument is absent, then it is interpreted as `@nil`.

In particular,

you can use `@T{next(t)}` to check whether a table is empty.

The order in which the indices are enumerated is not specified,

`@emph{even for numeric indices}`.

(To traverse a table in numerical order,

use a numerical `@Rw{for}`.)

You should not assign any value to a non-existent field in a table during its traversal.

You may however modify existing fields.

In particular, you may set existing fields to `nil`.

}

`@LibEntry{pairs (t)|`

If `@id{t}` has a metamethod `@idx{__pairs}`,

calls it with `@id{t}` as argument and returns the first three results from the call.

Otherwise,

returns three values: the `@Lid{next}` function,

the table `@id{t}`, and `@nil`,

so that the construction

```
@verbatim{
```

```
for k,v in pairs(t) do @rep{body} end
```

```
}
```

will iterate over all `key@En{ }` value pairs of table `@id{t}`.

See function `@Lid{next}` for the caveats of modifying the table during its traversal.

}

`@LibEntry{pcall (f [, arg1, @Cdots])|`

Calls the function `@id{f}` with

the given arguments in `@emphx{protected mode}`.  
This means that any error `@N{inside @T{f}}` is not propagated;  
instead, `@id{pcall}` catches the error  
and returns a status code.  
Its first result is the status code (a boolean),  
which is `@true` if the call succeeds without errors.  
In such case, `@id{pcall}` also returns all results from the call,  
after this first result.  
In case of any error, `@id{pcall}` returns `@false` plus the error object.  
Note that errors caught by `@id{pcall}` do not call a message handler.

}

`@LibEntry{print (@Cdots)}`  
Receives any number of arguments  
and prints their values to `@id{stdout}`,  
converting each argument to a string  
following the same rules  
of `@Lid{tostring}`.

The function `@id{print}` is not intended for formatted output,  
but only as a quick way to show a value,  
for instance for debugging.  
For complete control over the output,  
use `@Lid{string.format}` and `@Lid{io.write}`.

}

`@LibEntry{rawequal (v1, v2)}`  
Checks whether `@id{v1}` is equal to `@id{v2}`,  
without invoking the `@idx{__eq}` metamethod.  
Returns a boolean.

}

`@LibEntry{rawget (table, index)}`  
Gets the real value of `@T{table[index]}`,  
without using the `@idx{__index}` metavalues.  
`@id{table}` must be a table;  
`@id{index}` may be any value.

}

`@LibEntry{rawlen (v)}`  
Returns the length of the object `@id{v}`,  
which must be a table or a string,  
without invoking the `@idx{__len}` metamethod.  
Returns an integer.

}

@LibEntry{rawset (table, index, value)|  
Sets the real value of @T{table[index]} to @id{value},  
without using the @idx{\_\_newindex} metavalue.

@id{table} must be a table,  
@id{index} any value different from @nil and @x{NaN},  
and @id{value} any Lua value.

This function returns @id{table}.

}

@LibEntry{select  
(index, @Cdots)|

If @id{index} is a number,  
returns all arguments after argument number @id{index};  
a negative number indexes from the end (@num{-1} is the last argument).  
Otherwise, @id{index} must be the string @T{"#"},  
and @id{select} returns the total number of extra arguments it received.

}

@LibEntry{setmetatable (table, metatable)|

Sets the metatable for the given table.  
If @id{metatable} is @nil,  
removes the metatable of the given table.  
If the original metatable has a @idx{\_\_metatable} field,  
raises an error.

This function returns @id{table}.

To change the metatable of other types from Lua code,  
you must use the @link{debuglib|debug library}.

}

@LibEntry{tonumber (e [, base])|

When called with no @id{base},  
@id{tonumber} tries to convert its argument to a number.  
If the argument is already a number or  
a string convertible to a number,  
then @id{tonumber} returns this number;  
otherwise, it returns @fail.

The conversion of strings can result in integers or floats, according to the lexical conventions of Lua @see{lexical}. The string may have leading and trailing spaces and a sign.

When called with @id{base}, then @id{e} must be a string to be interpreted as an integer numeral in that base. The base may be any integer between 2 and 36, inclusive. In bases @N{above 10}, the letter @Char{A} (in either upper or lower case) @N{represents 10}, @Char{B} @N{represents 11}, and so forth, with @Char{Z} representing 35. If the string @id{e} is not a valid numeral in the given base, the function returns @fail.

}

@LibEntry{tostring (v)|

Receives a value of any type and converts it to a string in a human-readable format.

If the metatable of @id{v} has a @idx{\_\_tostring} field, then @id{tostring} calls the corresponding value with @id{v} as argument, and uses the result of the call as its result. Otherwise, if the metatable of @id{v} has a @idx{\_\_name} field with a string value, @id{tostring} may use that string in its final result.

For complete control of how numbers are converted, use @Lid{string.format}.

}

@LibEntry{type (v)|

Returns the type of its only argument, coded as a string. The possible results of this function are @St{nil} (a string, not the value @nil), @St{number}, @St{string}, @St{boolean}, @St{table}, @St{function}, @St{thread},



and @St{userdata}.

}

@LibEntry{ \_VERSION|

A global variable (not a function) that holds a string containing the running Lua version. The current value of this variable is @St{Lua 5.4}.

}

@LibEntry{ warn (msg1, @Cdots)|

Emits a warning with a message composed by the concatenation of all its arguments (which should be strings).

By convention, a one-piece message starting with @Char{ @At} is intended to be a @emph{control message}, which is a message to the warning system itself. In particular, the standard warning function in Lua recognizes the control messages @St{ @At{ }off}, to stop the emission of warnings, and @St{ @At{ }on}, to (re)start the emission; it ignores unknown control messages.

}

@LibEntry{ xpcall (f, msgh [, arg1, @Cdots)]|

This function is similar to @Lid{pcall}, except that it sets a new @x{message handler} @id{msgh}.

}

}

@sect2{ corolib| @title{Coroutine Manipulation}

This library comprises the operations to manipulate coroutines, which come inside the table @defid{coroutine}. See @See{coroutine} for a general description of coroutines.

@LibEntry{ coroutine.close (co)|

Closes coroutine @id{co},  
that is,  
closes all its pending to-be-closed variables  
and puts the coroutine in a dead state.  
The given coroutine must be dead or suspended.  
In case of error  
(either the original error that stopped the coroutine or  
errors in closing methods),  
returns @false plus the error object;  
otherwise returns @true.

}

@LibEntry{coroutine.create (f)}

Creates a new coroutine, with body @id{f}.  
@id{f} must be a function.  
Returns this new coroutine,  
an object with type @T{"thread"}.

}

@LibEntry{coroutine.isyieldable ([co])}

Returns @true when  
the coroutine @id{co} can yield.  
The default for @id{co} is the running coroutine.

A coroutine is yieldable if it is not the main thread and  
it is not inside a non-yieldable @N{C function}.

}

@LibEntry{coroutine.resume (co [, val1, @Cdots])}

Starts or continues the execution of coroutine @id{co}.  
The first time you resume a coroutine,  
it starts running its body.  
The values @id{val1}, @ldots are passed  
as the arguments to the body function.  
If the coroutine has yielded,  
@id{resume} restarts it;  
the values @id{val1}, @ldots are passed  
as the results from the yield.

If the coroutine runs without any errors,  
@id{resume} returns @true plus any values passed to @id{yield}  
(when the coroutine yields) or any values returned by the body function

(when the coroutine terminates).

If there is any error,

@id{resume} returns @false plus the error message.

}

@LibEntry{coroutine.running ()|

Returns the running coroutine plus a boolean,

@true when the running coroutine is the main one.

}

@LibEntry{coroutine.status

(co)|

Returns the status of the coroutine @id{co}, as a string:

@T{"running"},

if the coroutine is running

(that is, it is the one that called @id{status});

@T{"suspended"}, if the coroutine is suspended in a call to @id{yield},

or if it has not started running yet;

@T{"normal"} if the coroutine is active but not running

(that is, it has resumed another coroutine);

and @T{"dead"} if the coroutine has finished its body function,

or if it has stopped with an error.

}

@LibEntry{coroutine.wrap (f)|

Creates a new coroutine, with body @id{f};

@id{f} must be a function.

Returns a function that resumes the coroutine each time it is called.

Any arguments passed to this function behave as the

extra arguments to @id{resume}.

The function returns the same values returned by @id{resume},

except the first boolean.

In case of error,

the function closes the coroutine and propagates the error.

}

@LibEntry{coroutine.yield (@Cdots)|

Suspends the execution of the calling coroutine.

Any

arguments to @id{yield} are passed as extra results to @id{resume}.

}

}

@sect2{packlib| @title{Modules}}

The package library provides basic facilities for loading modules in Lua.

It exports one function directly in the global environment:

@Lid{require}.

Everything else is exported in the table @defid{package}.

@LibEntry{require (modname)}

Loads the given module.

The function starts by looking into the @Lid{package.loaded} table to determine whether @id{modname} is already loaded.

If it is, then @id{require} returns the value stored at @T{package.loaded[modname]}.

(The absence of a second result in this case signals that this call did not have to load the module.)

Otherwise, it tries to find a @emph{loader} for the module.

To find a loader,

@id{require} is guided by the table @Lid{package.searchers}.

Each item in this table is a search function, that searches for the module in a particular way.

By changing this table, we can change how @id{require} looks for a module.

The

following explanation is based on the default configuration for @Lid{package.searchers}.

First @id{require} queries @T{package.preload[modname]}.

If it has a value,

this value (which must be a function) is the loader.

Otherwise @id{require} searches for a Lua loader using the path stored in @Lid{package.path}.

If that also fails, it searches for a @N{C loader} using the path stored in @Lid{package.cpath}.

If that also fails,

it tries an @emph{all-in-one} loader @seeF{package.searchers}.

Once a loader is found,

@id{require} calls the loader with two arguments:

@id{modname} and an extra value,  
a @emph{loader data},  
also returned by the searcher.  
The loader data can be any value useful to the module;  
for the default searchers,  
it indicates where the loader was found.  
(For instance, if the loader came from a file,  
this extra value is the file path.)  
If the loader returns any non-nil value,  
@id{require} assigns the returned value to @T{package.loaded[modname]}.  
If the loader does not  
return a non-nil value and  
has not assigned any value to @T{package.loaded[modname]},  
then @id{require} assigns @true to this entry.  
In any case, @id{require} returns the  
final value of @T{package.loaded[modname]}.  
Besides that value, @id{require} also returns as a second result  
the loader data returned by the searcher,  
which indicates how @id{require} found the module.

If there is any error loading or running the module,  
or if it cannot find any loader for the module,  
then @id{require} raises an error.

}

@LibEntry{package.config|

A string describing some compile-time configurations for packages.

This string is a sequence of lines:

@itemize{

@item{The first line is the @x{directory separator} string.

Default is @Char{\} for @x{Windows} and @Char{/} for all other systems.}

@item{The second line is the character that separates templates in a path.

Default is @Char{;}.}

@item{The third line is the string that marks the  
substitution points in a template.

Default is @Char{?}.}

@item{The

fourth line is a string that, in a path in @x{Windows},  
is replaced by the executable's directory.

Default is @Char{!}.}

@item{The fifth line is a mark to ignore all text after it

when building the @id{luaopen\_} function name.

Default is @Char{-}.

}

}

@LibEntry{package.cpath|

A string with the path used by @Lid{require}

to search for a @N{C loader}.

Lua initializes the @N{C path} @Lid{package.cpath} in the same way

it initializes the Lua path @Lid{package.path},

using the environment variable @defid{LUA\_CPATH\_5\_4},

or the environment variable @defid{LUA\_CPATH},

or a default path defined in @id{luaconf.h}.

}

@LibEntry{package.loaded|

A table used by @Lid{require} to control which

modules are already loaded.

When you require a module @id{modname} and

@T{package.loaded[modname]} is not false,

@Lid{require} simply returns the value stored there.

This variable is only a reference to the real table;

assignments to this variable do not change the

table used by @Lid{require}.

}

@LibEntry{package.loadlib

(libname, funcname)|

Dynamically links the host program with the @N{C library} @id{libname}.

If @id{funcname} is @St{\*},

then it only links with the library,

making the symbols exported by the library

available to other dynamically linked libraries.

Otherwise,

it looks for a function @id{funcname} inside the library

and returns this function as a @N{C function}.

So, @id{funcname} must follow the @Lid{lua\_CFunction} prototype

@seeC{lua\_CFunction}.

This is a low-level function.

It completely bypasses the package and module system.

Unlike `@Lid{require}`,

it does not perform any path searching and

does not automatically add extensions.

`@id{libname}` must be the complete file name of the `@N{C library}`,

including if necessary a path and an extension.

`@id{funcname}` must be the exact name exported by the `@N{C library}`

(which may depend on the `@N{C compiler}` and linker used).

This function is not supported by `@N{Standard C}`.

As such, it is only available on some

platforms

(Windows, Linux, Mac OS X, Solaris, BSD,

plus other Unix systems that support the `@id{dlfcn}` standard).

This function is inherently insecure,

as it allows Lua to call any function in any readable dynamic library in the system.

(Lua calls any function assuming the function

has a proper prototype and respects a proper protocol

`@see{lua_CFunction}`).

Therefore,

calling an arbitrary function in an arbitrary dynamic library

more often than not results in an access violation.)

}

`@LibEntry{package.path|`

A string with the path used by `@Lid{require}`

to search for a Lua loader.

At start-up, Lua initializes this variable with

the value of the environment variable `@defid{LUA_PATH_5_4}` or

the environment variable `@defid{LUA_PATH}` or

with a default path defined in `@id{luaconf.h}`,

if those environment variables are not defined.

A `@St{;;}` in the value of the environment variable

is replaced by the default path.

}

`@LibEntry{package.preload|`

A table to store loaders for specific modules

`@seeF{require}`).

This variable is only a reference to the real table; assignments to this variable do not change the table used by `@Lid{require}`.

```
}
```

```
@LibEntry{package.searchers|
```

A table used by `@Lid{require}` to control how to find modules.

Each entry in this table is a `@def{searcher function}`.

When looking for a module,

`@Lid{require}` calls each of these searchers in ascending order, with the module name (the argument given to `@Lid{require}`) as its sole argument.

If the searcher finds the module,

it returns another function, the module `@def{loader}`, plus an extra value, a `@emph{loader data}`, that will be passed to that loader and returned as a second result by `@Lid{require}`.

If it cannot find the module,

it returns a string explaining why (or `@nil` if it has nothing to say).

Lua initializes this table with four searcher functions.

The first searcher simply looks for a loader in the `@Lid{package.preload}` table.

The second searcher looks for a loader as a Lua library, using the path stored at `@Lid{package.path}`.

The search is done as described in function `@Lid{package.searchpath}`.

The third searcher looks for a loader as a `@N{C library}`, using the path given by the variable `@Lid{package.cpath}`.

Again,

the search is done as described in function `@Lid{package.searchpath}`.

For instance,

if the `@N{C path}` is the string

```
@verbatim{
"./?.so;./?.dll;/usr/local/?/init.so"
}
```

the searcher for module `@id{foo}`

will try to open the files `@T{./foo.so}`, `@T{./foo.dll}`,

and `@T{/usr/local/foo/init.so}`, in that order.



Once it finds a @N{C library},  
this searcher first uses a dynamic link facility to link the  
application with the library.  
Then it tries to find a @N{C function} inside the library to  
be used as the loader.  
The name of this @N{C function} is the string @St{luaopen\_  
concatenated with a copy of the module name where each dot  
is replaced by an underscore.  
Moreover, if the module name has a hyphen,  
its suffix after (and including) the first hyphen is removed.  
For instance,  
if the module name is @id{a.b.c-v2.1},  
the function name will be @id{luaopen\_a\_b\_c}.

The fourth searcher tries an @def{all-in-one loader}.  
It searches the @N{C path} for a library for  
the root name of the given module.  
For instance, when requiring @id{a.b.c},  
it will search for a @N{C library} for @id{a}.  
If found, it looks into it for an open function for  
the submodule;  
in our example, that would be @id{luaopen\_a\_b\_c}.  
With this facility, a package can pack several @N{C submodules}  
into one single library,  
with each submodule keeping its original open function.

All searchers except the first one (preload) return as the extra value  
the file path where the module was found,  
as returned by @Lid{package.searchpath}.  
The first searcher always returns the string @St{:preload:}.

Searchers should raise no errors and have no side effects in Lua.  
(They may have side effects in C,  
for instance by linking the application with a library.)

}

@LibEntry{package.searchpath (name, path [, sep  
[, rep]])|

Searches for the given @id{name} in the given @id{path}.

A path is a string containing a sequence of  
@emph{templates} separated by semicolons.  
For each template,  
the function replaces each interrogation mark (if any)  
in the template with a copy of @id{name}  
wherein all occurrences of @id{sep}

(a dot, by default)  
were replaced by @id{rep}  
(the system's directory separator, by default),  
and then tries to open the resulting file name.

For instance, if the path is the string

```
@verbatim{
"./?.lua;./?.lc;/usr/local/?/init.lua"
}
```

the search for the name @id{foo.a}  
will try to open the files  
@T{./foo/a.lua}, @T{./foo/a.lc}, and  
@T{/usr/local/foo/a/init.lua}, in that order.

Returns the resulting name of the first file that it can  
open in read mode (after closing the file),  
or @fail plus an error message if none succeeds.  
(This error message lists all file names it tried to open.)

```
}
```

```
}
```

@sect2{strlib| @title{String Manipulation}}

@simplesect{

This library provides generic functions  
for string manipulation,  
such as finding and extracting substrings, and pattern matching.  
When indexing a string in Lua, the first character is at @N{position 1}  
(not @N{at 0}, as in C).  
Indices are allowed to be negative and are interpreted as indexing backwards,  
from the end of the string.  
Thus, the last character is at position @num{-1}, and so on.

The string library provides all its functions inside the table  
@defid{string}.  
It also sets a @x{metatable for strings}  
where the @idx{\_\_index} field points to the @id{string} table.  
Therefore, you can use the string functions in object-oriented style.  
For instance, @T{string.byte(s,i)}  
can be written as @T{s:byte(i)}.

The string library assumes one-byte character encodings.

@LibEntry{string.byte (s [, i [, j]])}

Returns the internal numeric codes of the characters `@T{s[i]}`,  
`@T{s[i+1]}`, `@ldots`, `@T{s[j]}`.  
The default value for `@id{i}` `@N{is 1}`;  
the default value for `@id{j}` `@N{is @id{i}}`.  
These indices are corrected  
following the same  
rules of function `@Lid{string.sub}`.

Numeric codes are not necessarily portable across platforms.

}

`@LibEntry{string.char (@Cdots)`  
Receives zero or more integers.  
Returns a string with length equal to the number of arguments,  
in which each character has the internal numeric code equal  
to its corresponding argument.

Numeric codes are not necessarily portable across platforms.

}

`@LibEntry{string.dump (function [, strip])`

Returns a string containing a binary representation  
(a `@emph{binary chunk}`)  
of the given function,  
so that a later `@Lid{load}` on this string returns  
a copy of the function (but with new upvalues).  
If `@id{strip}` is a true value,  
the binary representation may not include all debug information  
about the function,  
to save space.

Functions with upvalues have only their number of upvalues saved.

When (re)loaded,  
those upvalues receive fresh instances.  
(See the `@Lid{load}` function for details about  
how these upvalues are initialized.  
You can use the debug library to serialize  
and  
reload the upvalues of a function  
in a way adequate to your needs.)

}

`@LibEntry{string.find (s, pattern [, init [, plain]])`

Looks for the first match of  
`@id{pattern} @see{pm}` in the string `@id{s}`.  
 If it finds a match, then `@id{find}` returns the indices `@N{of @T{s}}`  
 where this occurrence starts and ends;  
 otherwise, it returns `@fail`.  
 A third, optional numeric argument `@id{init}` specifies  
 where to start the search;  
 its default value `@N{is 1}` and can be negative.  
 A `@true` as a fourth, optional argument `@id{plain}`  
 turns off the pattern matching facilities,  
 so the function does a plain `@Q{find substring}` operation,  
 with no characters in `@id{pattern}` being considered magic.

If the pattern has captures,  
 then in a successful match  
 the captured values are also returned,  
 after the two indices.

}

`@LibEntry{string.format (formatstring, @Cdots)}`

Returns a formatted version of its variable number of arguments  
 following the description given in its first argument,  
 which must be a string.

The

format string follows the same rules as the `@ANSI{sprintf}`.  
 The only differences are that the conversion specifiers and modifiers  
`@id{F}`, `@id{n}`, `@T{*}`, `@id{h}`, `@id{L}`, and `@id{l}` are not supported  
 and that there is an extra specifier, `@id{q}`.  
 Both width and precision, when present,  
 are limited to two digits.

The specifier `@id{q}` formats booleans, nil, numbers, and strings  
 in a way that the result is a valid constant in Lua source code.

Booleans and nil are written in the obvious way  
 (`@id{true}`, `@id{false}`, `@id{nil}`).

Floats are written in hexadecimal,  
 to preserve full precision.

A string is written between double quotes,  
 using escape sequences when necessary to ensure that  
 it can safely be read back by the Lua interpreter.

For instance, the call

```
@verbatim{
string.format('%q', 'a string with "quotes" and \n new line')
}
```

may produce the string:

```
@verbatim{
```

```
"a string with \"quotes\" and \
new line"
}
```

This specifier does not support modifiers (flags, width, precision).

The conversion

specifiers

@id{A}, @id{a}, @id{E}, @id{e}, @id{f},  
@id{G}, and @id{g} all expect a number as argument.

The specifiers @id{c}, @id{d},

@id{i}, @id{o}, @id{u}, @id{X}, and @id{x}

expect an integer.

When Lua is compiled with a C89 compiler,  
the specifiers @id{A} and @id{a} (hexadecimal floats)  
do not support modifiers.

The specifier @id{s} expects a string;

if its argument is not a string,

it is converted to one following the same rules of @Lid{tostring}.

If the specifier has any modifier,

the corresponding string argument should not contain @x{embedded zeros}.

The specifier @id{p} formats the pointer

returned by @Lid{lua\_topointer}.

That gives a unique string identifier for tables, userdata,  
threads, strings, and functions.

For other values (numbers, nil, booleans),  
this specifier results in a string representing  
the pointer @id{NULL}.

```
}
```

@LibEntry{string.gmatch (s, pattern [, init])}

Returns an iterator function that,

each time it is called,

returns the next captures from @id{pattern}

@see{pm}

over the string @id{s}.

If @id{pattern} specifies no captures,

then the whole match is produced in each call.

A third, optional numeric argument @id{init} specifies

where to start the search;

its default value @N{is 1} and can be negative.

As an example, the following loop

will iterate over all the words from string @id{s},

printing one per line:

```
@verbatim{
```

```
s = "hello world from Lua"
for w in string.gmatch(s, "%a+") do
 print(w)
end
}
```

The next example collects all pairs `@T{key=value}` from the given string into a table:

```
@verbatim{
t = {}
s = "from=world, to=Lua"
for k, v in string.gmatch(s, "(%w+)=(%w+)") do
 t[k] = v
end
}
```

For this function, a caret `@Char{^}` at the start of a pattern does not work as an anchor, as this would prevent the iteration.

```
}
```

```
@LibEntry{string.gsub (s, pattern, repl [, n])}
```

Returns a copy of `@id{s}`

in which all (or the first `@id{n}`, if given)

occurrences of the `@id{pattern}` `@see{pm}` have been replaced by a replacement string specified by

`@id{repl}`,

which can be a string, a table, or a function.

`@id{gsub}` also returns, as its second value,

the total number of matches that occurred.

The name `@id{gsub}` comes from `@emph{Global SUBstitution}`.

If `@id{repl}` is a string, then its value is used for replacement.

The `@N{character @T{%%}}` works as an escape character:

any sequence in `@id{repl}` of the form `@T{%%@rep{d}}`,

with `@rep{d}` between 1 and 9,

stands for the value of the `@rep{d}`-th captured substring;

the sequence `@T{%%0}` stands for the whole match;

the sequence `@T{%%}` stands for a `@N{single @T{%%}}`.

If `@id{repl}` is a table, then the table is queried for every match, using the first capture as the key.

If `@id{repl}` is a function, then this function is called every time a match occurs, with all captured substrings passed as arguments, in order.

In any case,

if the pattern specifies no captures,

then it behaves as if the whole pattern was inside a capture.

If the value returned by the table query or by the function call is a string or a number, then it is used as the replacement string; otherwise, if it is `@Rw{false}` or `@nil`, then there is no replacement (that is, the original match is kept in the string).

Here are some examples:

```
@verbatim{
```

```
x = string.gsub("hello world", "(%w+)", "%1 %1")
--> x="hello hello world world"
```

```
x = string.gsub("hello world", "%w+", "%0 %0", 1)
--> x="hello hello world"
```

```
x = string.gsub("hello world from Lua", "(%w+)%s*(%w+)", "%2 %1")
--> x="world hello Lua from"
```

```
x = string.gsub("home = $HOME, user = $USER", "%$(%w+)", os.getenv)
--> x="home = /home/roberto, user = roberto"
```

```
x = string.gsub("4+5 = $return 4+5$", "%$(.)%$", function (s)
 return load(s)()
end)
--> x="4+5 = 9"
```

```
local t = {name="lua", version="5.4"}
x = string.gsub("$name-$version.tar.gz", "%$(%w+)", t)
--> x="lua-5.4.tar.gz"
}
}
```

```
@LibEntry{ string.len (s)|
```

Receives a string and returns its length.  
The empty string `@T{""}` has length 0.  
Embedded zeros are counted,  
so `@T{"a\000bc\000"}` has length 5.

```
}
```

```
@LibEntry{ string.lower
(s)|
```

Receives a string and returns a copy of this string with all uppercase letters changed to lowercase.  
All other characters are left unchanged.  
The definition of what an uppercase letter is depends on the current locale.

}

@LibEntry{string.match (s, pattern [, init])|

Looks for the first @emph{match} of the @id{pattern} @see{pm} in the string @id{s}.  
If it finds one, then @id{match} returns the captures from the pattern;  
otherwise it returns @fail.  
If @id{pattern} specifies no captures, then the whole match is returned.  
A third, optional numeric argument @id{init} specifies where to start the search;  
its default value @N{is 1} and can be negative.

}

@LibEntry{string.pack (fmt, v1, v2, @Cdots)|

Returns a binary string containing the values @id{v1}, @id{v2}, etc. serialized in binary form (packed) according to the format string @id{fmt} @see{pack}.

}

@LibEntry{string.packsize (fmt)|

Returns the size of a string resulting from @Lid{string.pack} with the given format.  
The format string cannot have the variable-length options @Char{s} or @Char{z} @see{pack}.

}

@LibEntry{string.rep (s, n [, sep])|

Returns a string that is the concatenation of @id{n} copies of the string @id{s} separated by the string @id{sep}.  
The default value for @id{sep} is the empty string (that is, no separator).  
Returns the empty string if @id{n} is not positive.



(Note that it is very easy to exhaust the memory of your machine with a single call to this function.)

}

@LibEntry{string.reverse (s)|

Returns a string that is the string @id{s} reversed.

}

@LibEntry{string.sub (s, i [, j])|

Returns the substring of @id{s} that starts at @id{i} and continues until @id{j};

@id{i} and @id{j} can be negative.

If @id{j} is absent, then it is assumed to be equal to @num{-1} (which is the same as the string length).

In particular,

the call @T{string.sub(s,1,j)} returns a prefix of @id{s}

with length @id{j},

and @T{string.sub(s, -i)} (for a positive @id{i})

returns a suffix

of @id{s}

with length @id{i}.

If, after the translation of negative indices,

@id{i} is less than 1,

it is corrected to 1.

If @id{j} is greater than the string length,

it is corrected to that length.

If, after these corrections,

@id{i} is greater than @id{j},

the function returns the empty string.

}

@LibEntry{string.unpack (fmt, s [, pos])|

Returns the values packed in string @id{s} @seeF{string.pack} according to the format string @id{fmt} @see{pack}.

An optional @id{pos} marks where

to start reading in @id{s} (default is 1).

After the read values,

this function also returns the index of the first unread byte in @id{s}.

}

```
@LibEntry{string.upper (s)|
```

Receives a string and returns a copy of this string with all lowercase letters changed to uppercase. All other characters are left unchanged. The definition of what a lowercase letter is depends on the current locale.

```
}
```

```
}
```

```
@sect3{pm| @title{Patterns }
```

```
@simplesect{
```

Patterns in Lua are described by regular strings, which are interpreted as patterns by the pattern-matching functions @Lid{string.find}, @Lid{string.gmatch}, @Lid{string.gsub}, and @Lid{string.match}.

This section describes the syntax and the meaning (that is, what they match) of these strings.

```
}
```

```
@sect4{ @title{Character Class: }
```

A @def{character class} is used to represent a set of characters. The following combinations are allowed in describing a character class: @description{

```
@item{ @rep{x}|
```

(where @rep{x} is not one of the @emph{x}{magic characters}

```
@T{^$()%.[]*+-.?})
```

represents the character @emph{x} itself.

```
}
```

```
@item{ @T{.}| (a dot) represents all characters. }
```

```
@item{ @T{%a}| represents all letters. }
```

```
@item{ @T{%c}| represents all control characters. }
```

```
@item{ @T{%d}| represents all digits. }
```

```
@item{ @T{%g}| represents all printable characters except space. }
```

@item{ @T{%l}}| represents all lowercase letters. }

@item{ @T{%p}}| represents all punctuation characters. }

@item{ @T{%s}}| represents all space characters. }

@item{ @T{%u}}| represents all uppercase letters. }

@item{ @T{%w}}| represents all alphanumeric characters. }

@item{ @T{%x}}| represents all hexadecimal digits. }

@item{ @T{%@rep{x}}| (where @rep{x} is any non-alphanumeric character) represents the character @rep{x}.

This is the standard way to escape the magic characters.

Any non-alphanumeric character

(including all punctuation characters, even the non-magical)

can be preceded by a @Char{%} to represent itself in a pattern.

}

@item{ @T{[@rep{set}]}|

represents the class which is the union of all characters in @rep{set}.

A range of characters can be specified by separating the end characters of the range, in ascending order, with a @Char{-}.

All classes @T{%}@emph{x} described above can also be used as components in @rep{set}.

All other characters in @rep{set} represent themselves.

For example, @T{[%w\_]} (or @T{[\_%w]})

represents all alphanumeric characters plus the underscore,

@T{[0-7]} represents the octal digits,

and @T{[0-7%l%-]} represents the octal digits plus the lowercase

letters plus the @Char{-} character.

You can put a closing square bracket in a set by positioning it as the first character in the set.

You can put a hyphen in a set

by positioning it as the first or the last character in the set.

(You can also use an escape for both cases.)

The interaction between ranges and classes is not defined.

Therefore, patterns like @T{[%a-z]} or @T{[a-%]}

have no meaning.

}

```
@item{ @T{[^@rep{set}]}}|
represents the complement of @rep{set},
where @rep{set} is interpreted as above.
}
```

```
}
For all classes represented by single letters (@T{%a}, @T{%c}, etc.),
the corresponding uppercase letter represents the complement of the class.
For instance, @T{%S} represents all non-space characters.
```

The definitions of letter, space, and other character groups depend on the current locale.  
In particular, the class @T{[a-z]} may not be equivalent to @T{%l}.

```
}
```

```
@sect4{ @title{Pattern Item:}
A @def{pattern item} can be
@itemize{
```

```
@item{
a single character class,
which matches
any single character in the class;
}
```

```
@item{
a single character class followed by @Char{*},
which matches sequences of zero or more characters in the class.
These repetition items will always match the longest possible sequence;
}
```

```
@item{
a single character class followed by @Char{+},
which matches sequences of one or more characters in the class.
These repetition items will always match the longest possible sequence;
}
```

```
@item{
a single character class followed by @Char{-},
which also matches sequences of zero or more characters in the class.
Unlike @Char{*},
these repetition items will always match the shortest possible sequence;
}
```

```
@item{
a single character class followed by @Char{?},
```

which matches zero or one occurrence of a character in the class.

It always matches one occurrence if possible;

}

@item{

@T{%@rep{n}}, for @rep{n} between 1 and 9;

such item matches a substring equal to the @rep{n}-th captured string

(see below);

}

@item{

@T{%b@rep{xy}}, where @rep{x} and @rep{y} are

two distinct characters;

such item matches strings that start @N{with @rep{x}}, end @N{with @rep{y}},

and where the @rep{x} and @rep{y} are @emph{balanced}.

This means that, if one reads the string from left to right,

counting @M{+1} for an @rep{x} and @M{-1} for a @rep{y},

the ending @rep{y} is the first @rep{y} where the count reaches 0.

For instance, the item @T{%b()} matches expressions with

balanced parentheses.

}

@item{

@T{%f[@rep{set}]}, a @def{frontier pattern};

such item matches an empty string at any position such that

the next character belongs to @rep{set}

and the previous character does not belong to @rep{set}.

The set @rep{set} is interpreted as previously described.

The beginning and the end of the subject are handled as if

they were the character @Char{\0}.

}

}

}

@sect4{ @title{Pattern: } }

A @def{pattern} is a sequence of pattern items.

A caret @Char{^} at the beginning of a pattern anchors the match at the beginning of the subject string.

A @Char{\$} at the end of a pattern

anchors the match at the

end of the subject string.

At other positions,

@Char{^} and @Char{\$} have no special meaning and represent themselves.

}

@sect4{ @title{Captures:}

A pattern can contain sub-patterns enclosed in parentheses; they describe @def{captures}.

When a match succeeds, the substrings of the subject string that match captures are stored (@emph{captured}) for future use.

Captures are numbered according to their left parentheses.

For instance, in the pattern @T{"(a\*(.)%w(%s\*)}"}, the part of the string matching @T{"a\*(.)%w(%s\*)"} is stored as the first capture, and therefore has @N{number 1}; the character matching @St{.} is captured with @N{number 2}, and the part matching @St{%s\*} has @N{number 3}.

As a special case, the capture @T{} captures the current string position (a number).

For instance, if we apply the pattern @T{"()aa()"} on the string @T{"flaaap"}, there will be two captures: @N{3 and 5}.

}

@sect4{ @title{Multiple matches:}

The function @Lid{string.gsub}

and the iterator @Lid{string.gmatch}

match multiple occurrences of the given pattern in the subject.

For these functions,

a new match is considered valid only

if it ends at least one byte after the end of the previous match.

In other words, the pattern machine never accepts the

empty string as a match immediately after another match.

As an example,

consider the results of the following code:

```
@verbatim{
```

```
> string.gsub("abc", "()a*()", print);
```

```
--> 1 2
```

```
--> 3 3
```

```
--> 4 4
```

```
}
```

The second and third results come from Lua matching an empty string after @Char{b} and another one after @Char{c}.

Lua does not match an empty string after @Char{a},

because it would end at the same position of the previous match.

}

}

@sect3{pack| @title{Format Strings for Pack and Unpack}

The first argument to @Lid{string.pack},

@Lid{string.packsize}, and @Lid{string.unpack}  
is a format string,  
which describes the layout of the structure being created or read.

A format string is a sequence of conversion options.

The

conversion options are as follows:

```
@description{
@item{ @T{<}|sets little endian }
@item{ @T{>}|sets big endian }
@item{ @T{=}|sets native endian }
@item{ @T{![@rep{n}]}|sets maximum alignment to @id{n}
(default is native alignment)}
@item{ @T{b}|a signed byte (@id{char})}
@item{ @T{B}|an unsigned byte (@id{char})}
@item{ @T{h}|a signed @id{short} (native size)}
@item{ @T{H}|an unsigned @id{short} (native size)}
@item{ @T{l}|a signed @id{long} (native size)}
@item{ @T{L}|an unsigned @id{long} (native size)}
@item{ @T{j}|a @id{lua_Integer} }
@item{ @T{J}|a @id{lua_Unsigned} }
@item{ @T{T}|a @id{size_t} (native size)}
@item{ @T{i[@rep{n}]}|a signed @id{int} with @id{n} bytes
(default is native size)}
@item{ @T{I[@rep{n}]}|an unsigned @id{int} with @id{n} bytes
(default is native size)}
@item{ @T{f}|a @id{float} (native size)}
@item{ @T{d}|a @id{double} (native size)}
@item{ @T{n}|a @id{lua_Number} }
@item{ @T{c@rep{n}}|a fixed-sized string with @id{n} bytes }
@item{ @T{z}|a zero-terminated string }
@item{ @T{s[@emph{n}]}|a
string preceded by its length
coded as an unsigned integer with @id{n} bytes
(default is a @id{size_t})}
@item{ @T{x}|one byte of padding }
@item{ @T{X@rep{op}}|an empty item that aligns
according to option @id{op}
(which is otherwise ignored)}
@item{ @Char{ }|(space) ignored }
}
```

(A @St{[@rep{n}]} means an optional integral numeral.)

Except for padding, spaces, and configurations

(options @St{xX <=>!}),

each option corresponds to an argument in @Lid{string.pack}

or a result in @Lid{string.unpack}.

For options @St{!@rep{n}}, @St{s@rep{n}}, @St{i@rep{n}}, and @St{I@rep{n}},

@id{n} can be any integer between 1 and 16.  
All integral options check overflows;  
@Lid{string.pack} checks whether the given value fits in the given size;  
@Lid{string.unpack} checks whether the read value fits in a Lua integer.  
For the unsigned options,  
Lua integers are treated as unsigned values too.

Any format string starts as if prefixed by @St{!l=},  
that is,  
with maximum alignment of 1 (no alignment)  
and  
native endianness.

Native endianness assumes that the whole system is  
either big or little endian.  
The packing functions will not emulate correctly the behavior  
of mixed-endian formats.

Alignment works as follows:  
For each option,  
the format gets extra padding until the data starts  
at an offset that is a multiple of the minimum between the  
option size and the maximum alignment;  
this minimum must be a power of 2.  
Options @St{c} and @St{z} are not aligned;  
option @St{s} follows the alignment of its starting integer.

All padding is filled with zeros by @Lid{string.pack}  
and ignored by @Lid{string.unpack}.

}

}

@sect2{utf8| @title{UTF-8 Support}

This library provides basic support for @x{UTF-8} encoding.  
It provides all its functions inside the table @defid{utf8}.  
This library does not provide any support for @x{Unicode} other  
than the handling of the encoding.  
Any operation that needs the meaning of a character,  
such as character classification, is outside its scope.

Unless  
stated otherwise,  
all functions that expect a byte position as a parameter  
assume that the given position is either the start of a byte sequence



or one plus the length of the subject string.  
As in the string library,  
negative indices count from the end of the string.

Functions that create byte sequences  
accept all values up to `@T{0x7FFFFFFF}`,  
as defined in the original UTF-8 specification;  
that implies byte sequences of up to six bytes.

Functions that interpret byte sequences only accept  
valid sequences (well formed and not overlong).  
By default, they only accept byte sequences  
that result in valid Unicode code points,  
rejecting values greater than `@T{10FFFF}` and surrogates.  
A boolean argument `@id{lax}`, when available,  
lifts these checks,  
so that all values up to `@T{0x7FFFFFFF}` are accepted.  
(Not well formed and overlong sequences are still rejected.)

`@LibEntry{utf8.char (@Cdots)|`

Receives zero or more integers,  
converts each one to its corresponding UTF-8 byte sequence  
and returns  
a string with the concatenation of all these sequences.

`}`

`@LibEntry{utf8.charpattern|`

The pattern (a string, not a function) `@St{[\0-\x7F\xC2-\xFD][\x80-\xBF]*}`  
`@see{pm}`,  
which matches exactly one UTF-8 byte sequence,  
assuming that the subject is a valid UTF-8 string.

`}`

`@LibEntry{utf8.codes (s [, lax])|`

Returns values so that the construction  
`@verbatim{  
for p, c in utf8.codes(s) do @rep{body} end  
}`  
will iterate over all UTF-8 characters in string `@id{s}`,  
with `@id{p}` being the position (in bytes) and `@id{c}` the code point  
of each character.

It raises an error if it meets any invalid byte sequence.

}

@LibEntry{utf8.codepoint (s [, i [, j [, lax]])]}

Returns the code points (as integers) from all characters in @id{s} that start between byte position @id{i} and @id{j} (both included). The default for @id{i} is 1 and for @id{j} is @id{i}. It raises an error if it meets any invalid byte sequence.

}

@LibEntry{utf8.len (s [, i [, j [, lax]])]}

Returns the number of UTF-8 characters in string @id{s} that start between positions @id{i} and @id{j} (both inclusive). The default for @id{i} is @num{1} and for @id{j} is @num{-1}. If it finds any invalid byte sequence, returns @fail plus the position of the first invalid byte.

}

@LibEntry{utf8.offset (s, n [, i)]}

Returns the position (in bytes) where the encoding of the @id{n}-th character of @id{s} (counting from position @id{i}) starts. A negative @id{n} gets characters before position @id{i}. The default for @id{i} is 1 when @id{n} is non-negative and @T{#s + 1} otherwise, so that @T{utf8.offset(s, -n)} gets the offset of the @id{n}-th character from the end of the string. If the specified character is neither in the subject nor right after its end, the function returns @fail.

As a special case, when @id{n} is 0 the function returns the start of the encoding of the character that contains the @id{i}-th byte of @id{s}.

This function assumes that @id{s} is a valid UTF-8 string.

}

}

@sect2{tablib| @title{Table

## Manipulation}

This library provides generic functions for table manipulation.  
It provides all its functions inside the table `@defid{table}`.

Remember that, whenever an operation needs the length of a table,  
all caveats about the length operator apply `@see{len-op}`.

All functions ignore non-numeric keys  
in the tables given as arguments.

```
@LibEntry{table.concat (list [, sep [, i [, j]])}
```

Given a list where all elements are strings or numbers,  
returns the string `@T{list[i]..sep..list[i+1] @Cdots sep..list[j]}`.  
The default value for `@id{sep}` is the empty string,  
the default for `@id{i}` is 1,  
and the default for `@id{j}` is `@T{#list}`.  
If `@id{i}` is greater than `@id{j}`, returns the empty string.

```
}
```

```
@LibEntry{table.insert (list, [pos,] value)}
```

Inserts element `@id{value}` at position `@id{pos}` in `@id{list}`,  
shifting up the elements  
`@T{list[pos], list[pos+1], @Cdots, list[#list]}`.  
The default value for `@id{pos}` is `@T{#list+1}`,  
so that a call `@T{table.insert(t,x)}` inserts `@id{x}` at the end  
of the  
list `@id{t}`.

```
}
```

```
@LibEntry{table.move (a1, f, e, t [,a2])}
```

Moves elements from the table `@id{a1}` to the table `@id{a2}`,  
performing the equivalent to the following  
multiple assignment:  
`@T{a2[t],@Cdots = a1[f],@Cdots,a1[e]}`.  
The default for `@id{a2}` is `@id{a1}`.  
The destination range can overlap with the source range.  
The number of elements to be moved must fit in a Lua integer.

Returns the destination table `@id{a2}`.

```
}
```

@LibEntry{table.pack (@Cdots)|

Returns a new table with all arguments stored into keys 1, 2, etc.  
and with a field @St{n} with the total number of arguments.

Note that the resulting table may not be a sequence,  
if some arguments are @nil.

}

@LibEntry{table.remove (list [, pos])|

Removes from @id{list} the element at position @id{pos},  
returning the value of the removed element.

When @id{pos} is an integer between 1 and @T{#list},  
it shifts down the elements

@T{list[pos+1], list[pos+2], @Cdots, list[#list]}

and erases element @T{list[#list]};

The index @id{pos} can

also be 0 when @T{#list} is 0,

or @T{#list + 1}.

The default value for @id{pos} is @T{#list},

so that a call @T{table.remove(1)} removes the last element  
of the list @id{1}.

}

@LibEntry{table.sort (list [, comp])|

Sorts the list elements in a given order, @emph{in-place},  
from @T{list[1]} to @T{list[#list]}.

If @id{comp} is given,

then it must be a function that receives two list elements

and returns true when the first element must come

before the second in the final order,

so that, after the sort,

@T{i <= j} implies @T{not comp(list[j],list[i])}.

If @id{comp} is not given,

then the standard Lua operator @T{<} is used instead.

The @id{comp} function must define a consistent order;  
more formally, the function must define a strict weak order.

(A weak order is similar to a total order,

but it can equate different elements for comparison purposes.)

The sort algorithm is not stable:

Different elements considered equal by the given order

may have their relative positions changed by the

sort.

}

@LibEntry{table.unpack (list [, i [, j]])|

Returns the elements from the given list.

This function is equivalent to

```
@verbatim{
return list[i], list[i+1], @Cdots, list[j]
}
```

By default, @id{i} @N{is 1} and @id{j} is @T{#list}.

}

}

@sect2{mathlib| @title{Mathematical Functions}}

This library provides basic mathematical functions.

It provides all its functions and constants inside the table @defid{math}.

Functions with the annotation @St{integer/float} give

integer results for integer arguments

and float results for non-integer arguments.

The rounding functions

@Lid{math.ceil}, @Lid{math.floor}, and @Lid{math.modf}

return an integer when the result fits in the range of an integer,

or a float otherwise.

@LibEntry{math.abs (x)|

Returns the maximum value between @id{x} and @id{-x}. (integer/float)

}

@LibEntry{math.acos (x)|

Returns the arc cosine of @id{x} (in radians).

}

@LibEntry{math.asin (x)|

Returns the arc sine of @id{x} (in radians).

}

@LibEntry{math.atan (y [,

x)|

@index{atan2}

Returns the arc tangent of @T{y/x} (in radians), but uses the signs of both arguments to find the quadrant of the result.

It also handles correctly the case of @id{x} being zero.

The default value for @id{x} is 1, so that the call @T{math.atan(y)} returns the arc tangent of @id{y}.

}

@LibEntry{math.ceil (x)}

Returns the smallest integral value greater than or equal to @id{x}.

}

@LibEntry{math.cos (x)}

Returns the cosine of @id{x} (assumed to be in radians).

}

@LibEntry{math.deg (x)}

Converts the angle @id{x} from radians to degrees.

}

@LibEntry{math.exp (x)}

Returns the value @M{e@sp{x}} (where @id{e} is the base of natural logarithms).

}

@LibEntry{math.floor (x)}

Returns the largest integral value less than or equal to @id{x}.

}

@LibEntry{math.fmod (x, y)}

Returns the remainder of the division of @id{x} by @id{y}

that rounds the quotient towards zero. (integer/float)

}

@LibEntry{math.huge|

The float value @id{HUGE\_VAL},  
a value greater than  
any other numeric value.

}

@LibEntry{math.log (x [, base])|

Returns the logarithm of @id{x} in the given base.  
The default for @id{base} is @M{e}  
(so that the function returns the natural logarithm of @id{x}).

}

@LibEntry{math.max (x, @Cdots)|

Returns the argument with the maximum value,  
according to the Lua operator @T{<}.

}

@LibEntry{math.maxinteger|

An integer with the maximum value for an integer.

}

@LibEntry{math.min (x, @Cdots)|

Returns the argument with the minimum value,  
according to the Lua operator @T{<}.

}

@LibEntry{math.mininteger|

An integer with the minimum value for an integer.

}

@LibEntry{math.modf (x)|

Returns the integral part of @id{x} and the fractional part of @id{x}.  
Its second result is always a float.

}

@LibEntry{math.pi|

The value of @M{@pi}.

}

@LibEntry{math.rad (x)|

Converts the angle @id{x} from degrees to radians.

}

@LibEntry{math.random ([m [, n]])|

When called without arguments,  
returns a pseudo-random float with uniform distribution  
in

the range @C{() @M{[0,1)}. @C{}}

When called with two integers @id{m} and @id{n},  
@id{math.random} returns a pseudo-random integer  
with uniform distribution in the range @M{[m, n]}.

The call @T{math.random(n)}, for a positive @id{n},  
is equivalent to @T{math.random(1,n)}.

The call @T{math.random(0)} produces an integer with  
all bits (pseudo)random.

This function uses the @idx{xoshiro256\*\*} algorithm to produce  
pseudo-random 64-bit integers,  
which are the results of calls with @N{argument 0}.

Other results (ranges and floats)  
are unbiased extracted from these integers.

Lua initializes its pseudo-random generator with the equivalent of  
a call to @Lid{math.randomseed} with no arguments,  
so that @id{math.random} should generate  
different sequences of results each time the program runs.

}

@LibEntry{math.randomseed ([x [, y]])|

When called with at least one argument,  
the integer parameters @id{x} and @id{y} are  
joined into a 128-bit @emphx{seed} that  
is used to reinitialize the



pseudo-random generator;  
equal seeds produce equal sequences of numbers.  
The default for `@id{y}` is zero.

When called with no arguments,  
Lua generates a seed with  
a weak attempt for randomness.

This function returns the two seed components  
that were effectively used,  
so that setting them again repeats the sequence.

To ensure a required level of randomness to the initial state  
(or contrarily, to have a deterministic sequence,  
for instance when debugging a program),  
you should call `@Lid{math.randomseed}` with explicit arguments.

}

`@LibEntry{math.sin (x)}`

Returns the sine of `@id{x}` (assumed to be in radians).

}

`@LibEntry{math.sqrt (x)}`

Returns the square root of `@id{x}`.  
(You can also use the expression `@T{x^0.5}` to compute this value.)

}

`@LibEntry{math.tan (x)}`

Returns the tangent of `@id{x}` (assumed to be in radians).

}

`@LibEntry{math.tointeger (x)}`

If the value `@id{x}` is convertible to an integer,  
returns that integer.  
Otherwise, returns `@fail`.

}

`@LibEntry{math.type (x)}`

Returns

@St{integer} if @id{x} is an integer,  
@St{float} if it is a float,  
or @fail if @id{x} is not a number.

}

@LibEntry{math.ult (m, n)}

Returns a boolean,

@true if and only if integer @id{m} is below integer @id{n} when  
they are compared as @x{unsigned integers}.

}

}

@sect2{iolib| @title{Input and Output Facilities}}

The I/O library provides two different styles for file manipulation.

The first one uses implicit file handles;

that is, there are operations to set a default input file and a  
default output file,

and all input/output operations are done over these default files.

The second style uses explicit file handles.

When using implicit file handles,

all operations are supplied by table @defid{io}.

When using explicit file handles,

the operation @Lid{io.open} returns a file handle

and then all operations are supplied as methods of the file handle.

The metatable for file handles provides metamethods

for @idx{\_\_gc} and @idx{\_\_close} that try

to close the file when called.

The

table @id{io} also provides

three predefined file handles with their usual meanings from C:

@defid{io.stdin}, @defid{io.stdout}, and @defid{io.stderr}.

The I/O library never closes these files.

Unless otherwise stated,

all I/O functions return @fail on failure,

plus an error message as a second result and

a system-dependent error code as a third result,

and some non-false value on success.

On non-POSIX systems,

the computation of the error message and error code  
in case of errors  
may be not `@x{thread safe}`,  
because they rely on the global C variable `@id{errno}`.

```
@LibEntry{io.close ([file])|
```

Equivalent to `@T{file:close()}`.  
Without a `@id{file}`, closes the default output file.

```
}
```

```
@LibEntry{io.flush ()|
```

Equivalent to `@T{io.output():flush()}`.

```
}
```

```
@LibEntry{io.input ([file])|
```

When called with a file name, it opens the named file (in text mode),  
and sets its handle as the default input file.

When called with a file handle,  
it simply sets this file handle as the default input file.

When  
called without arguments,  
it returns the current default input file.

In case of errors this function raises the error,  
instead of returning an error code.

```
}
```

```
@LibEntry{io.lines ([filename, @Cdots])|
```

Opens the given file name in read mode  
and returns an iterator function that  
works like `@T{file:lines(@Cdots)}` over the opened file.

When the iterator function fails to read any value,  
it automatically closes the file.

Besides the iterator function,  
`@id{io.lines}` returns three other values:  
two `@nil` values as placeholders,  
plus the created file handle.

Therefore, when used in a generic `@Rw{for}` loop,  
the file is closed also if the loop is interrupted by an  
error or a `@Rw{break}`.

The call `@T{io.lines()}` (with no file name) is equivalent to `@T{io.input():lines("I")}`; that is, it iterates over the lines of the default input file. In this case, the iterator does not close the file when the loop ends.

In case of errors opening the file, this function raises the error, instead of returning an error code.

```
}
```

```
@LibEntry{io.open (filename [, mode])|
```

This function opens a file, in the mode specified in the string `@id{mode}`. In case of success, it returns a new file handle.

The `@id{mode}` string can be any of the following:

```
@description{
@item{ @St{r}| read mode (the default);}
@item{ @St{w}| write mode;}
@item{ @St{a}| append mode;}
@item{ @St{r+}| update mode, all previous data is preserved;}
@item{ @St{w+}| update mode, all previous data is erased;}
@item{ @St{a+}| append update mode, previous data is preserved,
writing is only allowed at the end of file.}
}
```

The `@id{mode}` string can also have a `@Char{b}` at the end, which is needed in some systems to open the file in binary mode.

```
}
```

```
@LibEntry{io.output ([file])|
```

Similar to `@Lid{io.input}`, but operates over the default output file.

```
}
```

```
@LibEntry{io.popen (prog [, mode])|
```

This function is system dependent and is not available on all platforms.

Starts the program `@id{prog}` in a separated process and returns a file handle that

you can use to read data from this program  
(if @id{mode} is @T{"r"}, the default)  
or to write data to this program  
(if @id{mode} is @T{"w"}).

}

@LibEntry{io.read (@Cdots)|

Equivalent to @T{io.input():read(@Cdots)}.

}

@LibEntry{io.tmpfile ()|

In case of success,  
returns a handle for a temporary file.  
This file is opened in update mode  
and it is automatically removed when the program ends.

}

@LibEntry{io.type (obj)|

Checks whether @id{obj} is a valid file handle.  
Returns the string @T{"file"} if @id{obj} is an open file handle,  
@T{"closed file"} if @id{obj} is a closed file handle,  
or @fail if @id{obj} is not a file handle.

}

@LibEntry{io.write (@Cdots)|

Equivalent to @T{io.output():write(@Cdots)}.

}

@LibEntry{file:close ()|

Closes @id{file}.  
Note that files are automatically closed when  
their handles are garbage collected,  
but that takes an unpredictable amount of time to happen.

When closing a file handle created with @Lid{io.popen},  
@Lid{file:close} returns the same

values  
returned by @Lid{os.execute}.

}

@LibEntry{file:flush ()|

Saves any written data to @id{file}.

}

@LibEntry{file:lines (@Cdots)|

Returns an iterator function that,  
each time it is called,  
reads the file according to the given formats.

When no format is given,  
uses @St{1} as a default.

As an example, the construction

```
@verbatim{
for c in file:lines(1) do @rep{body} end
}
```

will iterate over all characters of the file,  
starting at the current position.

Unlike @Lid{io.lines}, this function does not close the file  
when the loop ends.

}

@LibEntry{file:read (@Cdots)|

Reads the file @id{file},  
according to the given formats, which specify what to read.

For each format,

the function returns a string or a number with the characters read,  
or @fail if it cannot read data with the specified format.

(In this latter case,  
the function does not read subsequent formats.)

When called without arguments,  
it uses a default format that reads the next line  
(see below).

The available formats are

@description{

@item{ @St{n} |

reads

a numeral and returns it as a float or an integer,  
following the lexical conventions of Lua.  
(The numeral may have leading whitespaces and a sign.)  
This format always reads the longest input sequence that  
is a valid prefix for a numeral;  
if that prefix does not form a valid numeral  
(e.g., an empty string, @St{0x}, or @St{3.4e-})  
or it is too long (more than 200 characters),  
it is discarded and the format returns @fail.  
}

@item{ @St{a}|  
reads the whole file, starting at the current position.  
On end of file, it returns the empty string;  
this format never fails.  
}

@item{ @St{1}|  
reads the next line skipping the end of line,  
returning @fail on end of file.  
This is the default format.  
}

@item{ @St{L}|  
reads the next line keeping the end-of-line character (if present),  
returning @fail on end of file.  
}

@item{ @emph{number}|  
reads a string with up to this number of bytes,  
returning @fail on end of file.  
If @id{number} is zero,  
it reads nothing and returns  
an empty string,  
or @fail on end of file.  
}

}  
The formats @St{1} and @St{L} should be used only for text files.  
}

@LibEntry{file:seek ([whence [, offset]])}

Sets and gets the file position,  
measured from the beginning of the file,  
to the position given by @id{offset} plus a base  
specified by the string @id{whence}, as follows:

```
@description{
@item{ @St{set}| base is position 0 (beginning of the file);}
@item{ @St{cur}| base is current position;}
@item{ @St{end}| base is end of file;}
}
```

In case of success, @id{seek} returns the final file position, measured in bytes from the beginning of the file.

If @id{seek} fails, it returns @fail, plus a string describing the error.

The default value for @id{whence} is @T{"cur"}, and for @id{offset} is 0.

Therefore, the call @T{file:seek()} returns the current file position, without changing it;

the call @T{file:seek("set")} sets the position to the beginning of the file (and returns 0);

and the call @T{file:seek("end")} sets the position to the end

of the file, and returns its size.

```
}
```

```
@LibEntry{file:setvbuf (mode [, size])}
```

Sets the buffering mode for a file.

There are three available modes:

```
@description{
@item{ @St{no}| no buffering. }
@item{ @St{full}| full buffering. }
@item{ @St{line}| line buffering. }
}
```

For the last two cases,

@id{size} is a hint for the size of the buffer, in bytes.

The default is an appropriate size.

The specific behavior of each mode is non portable; check the underlying @ANSI{setvbuf} in your platform for more details.

```
}
```

```
@LibEntry{file:write (@Cdots)}
```

Writes the value of each of its arguments to @id{file}.

The arguments must be strings or numbers.

In case of success, this function returns @id{file}.



}

}

@sect2{oslib| @title{Operating System Facilities}

This library is implemented through table @defid{os}.

@LibEntry{os.clock ()}

Returns an approximation of the amount in seconds of CPU time used by the program, as returned by the underlying @ANSI{clock}.

}

@LibEntry{os.date ([format [, time]])}

Returns  
a string or a table containing date and time,  
formatted according to the given string @id{format}.

If the @id{time} argument is present,  
this is the time to be formatted  
(see the @Lid{os.time} function for a description of this value).  
Otherwise, @id{date} formats the current time.

If @id{format} starts with @Char{!},  
then the date is formatted in Coordinated Universal Time.  
After this optional character,  
if @id{format} is the string @St{\*t},  
then @id{date} returns a table with the following fields:  
@id{year}, @id{month} (1@En{ }12), @id{day} (1@En{ }31),  
@id{hour} (0@En{ }23), @id{min} (0@En{ }59),  
@id{sec} (0@En{ }61, due to leap seconds),  
@id{wday} (weekday, 1@En{ }7, Sunday @N{is 1}),  
@id{yday} (day of the year, 1@En{ }366),  
and @id{isdst} (daylight saving flag, a boolean).  
This last field may be absent  
if the information is not available.

If @id{format} is not @St{\*t},  
then @id{date} returns the date as a string,  
formatted according to the same rules as the @ANSI{strftime}.

If

@id{format} is absent, it defaults to @St{%c},  
which gives a human-readable date and time representation  
using the current locale.

On non-POSIX systems,  
this function may be not @x{thread safe}  
because of its reliance on @CId{gmtime} and @CId{localtime}.

}

@LibEntry{os.difftime (t2, t1)|

Returns the difference, in seconds,  
from time @id{t1} to time @id{t2}  
(where the times are values returned by @Lid{os.time}).  
In @x{POSIX}, @x{Windows}, and some other systems,  
this value is exactly @id{t2}@M{-}@id{t1}.

}

@LibEntry{os.execute ([command])|

This function is equivalent to the @ANSI{system}.  
It passes @id{command} to be executed by an operating system shell.  
Its first result is @true  
if the command terminated successfully,  
or @fail otherwise.  
After this first result  
the function returns a string plus a number,  
as follows:

@description{

@item{ @St{exit}|

the command terminated normally;  
the following number is the exit status of the command.

}

@item{ @St{signal}|

the command  
was terminated by a signal;  
the following number is the signal that terminated the command.

}

}

When called without a @id{command},  
@id{os.execute} returns a boolean that is true if a shell is available.

}

@LibEntry{os.exit ([code [, close]])}

Calls the @ANSI{exit} to terminate the host program.

If @id{code} is @true,

the returned status is @idx{EXIT\_SUCCESS};

if @id{code} is @false,

the returned status is @idx{EXIT\_FAILURE};

if @id{code} is a number,

the returned status is this number.

The default value for @id{code} is @true.

If the optional second argument @id{close} is true,

closes the Lua state before exiting.

}

@LibEntry{os.getenv (varname)}

Returns the value of the process environment variable @id{varname}

or @fail if the variable is not defined.

}

@LibEntry{os.remove (filename)}

Deletes the file (or empty directory, on @x{POSIX} systems)  
with the given name.

If this function fails, it returns @fail

plus a string describing the error and the error code.

Otherwise, it

returns true.

}

@LibEntry{os.rename (oldname, newname)}

Renames the file or directory named @id{oldname} to @id{newname}.

If this function fails, it returns @fail,

plus a string describing the error and the error code.

Otherwise, it returns true.

}

@LibEntry{os.setlocale (locale [, category])}

Sets the current locale of the program.

@id{locale} is a system-dependent string specifying a locale;  
@id{category} is an optional string describing which category to change:  
@T{"all"}, @T{"collate"}, @T{"ctype"},  
@T{"monetary"}, @T{"numeric"}, or @T{"time"};  
the default category is @T{"all"}.  
The function returns the name of the new locale,  
or @fail if the request cannot be honored.

If @id{locale} is the empty string,  
the current locale is set to an implementation-defined native locale.  
If @id{locale} is the string @St{C},  
the current locale is set to the standard C locale.

When called with @nil as the first argument,  
this function only returns the name of the current locale  
for the given  
category.

This function may be not @x{thread safe}  
because of its reliance on @CId{setlocale}.

}

@LibEntry{os.time ([table])}

Returns the current time when called without arguments,  
or a time representing the local date and time specified by the given table.  
This table must have fields @id{year}, @id{month}, and @id{day},  
and may have fields  
@id{hour} (default is 12),  
@id{min} (default is 0),  
@id{sec} (default is 0),  
and @id{isdst} (default is @nil).  
Other fields are ignored.  
For a description of these fields, see the @Lid{os.date} function.

When the function is called,  
the values in these fields do not need to be inside their valid ranges.  
For instance, if @id{sec} is -10,  
it means 10 seconds before the time specified by the other fields;  
if @id{hour} is 1000,  
it means 1000 hours after the time specified by the other fields.

The returned value is a number, whose meaning depends on your system.  
In @x{POSIX}, @x{Windows}, and some other systems,  
this number counts the number  
of

seconds since some given start time (the @Q{epoch}).  
In other systems, the meaning is not specified,  
and the number returned by @id{time} can be used only as an argument to  
@Lid{os.date} and @Lid{os.difftime}.

When called with a table,  
@id{os.time} also normalizes all the fields  
documented in the @Lid{os.date} function,  
so that they represent the same time as before the call  
but with values inside their valid ranges.

}

@LibEntry{os.tmpname ()}

Returns a string with a file name that can  
be used for a temporary file.  
The file must be explicitly opened before its use  
and explicitly removed when no longer needed.

In @x{POSIX} systems,  
this function also creates a file with that name,  
to avoid security risks.  
(Someone else might create the file with wrong permissions  
in the time between getting the name and creating the file.)  
You still have to open the file to use it  
and to remove it (even if you do not use it).

When possible,  
you may prefer to use @Lid{io.tmpfile},  
which automatically  
removes the file when the program ends.

}

}

@sect2{debuglib| @title{The Debug Library}}

This library provides  
the functionality of the @link{debugI|debug interface} to Lua programs.  
You should exert care when using this library.  
Several of its functions  
violate basic assumptions about Lua code  
(e.g., that variables local to a function  
cannot be accessed from outside;  
that userdata metatables cannot be changed by Lua code;  
that Lua programs do not crash)

and therefore can compromise otherwise secure code.  
Moreover, some functions in this library may be slow.

All functions in this library are provided  
inside the `@defid{debug}` table.

All functions that operate over a thread  
have an optional first argument which is the  
thread to operate over.

The default is always the current thread.

```
@LibEntry{debug.debug ()}
```

Enters an interactive mode with the user,  
running each string that the user enters.

Using simple commands and other debug facilities,  
the user can inspect global and local  
variables,

change their values, evaluate expressions, and so on.

A line containing only the word `@id{cont}` finishes this function,  
so that the caller continues its execution.

Note that commands for `@id{debug.debug}` are not lexically nested  
within any function and so have no direct access to local variables.

```
}
```

```
@LibEntry{debug.gethook ([thread])}
```

Returns the current hook settings of the thread, as three values:

the current hook function, the current hook mask,  
and the current hook count,

as set by the `@Lid{debug.sethook}` function.

Returns `@fail` if there is no active hook.

```
}
```

```
@LibEntry{debug.getinfo ([thread,] f [, what])}
```

Returns a table with information about a function.

You can give the function directly

or you can give a number as the value of `@id{f}`,

which means the function running at level `@id{f}` of the call stack  
of the given thread:

`@N{level 0}` is the current function (`@id{getinfo}` itself);

`@N{level 1}` is the function that called `@id{getinfo}`

(except for tail calls, which

do not count in the stack);

and so on.

If @id{f} is a number greater than the number of active functions, then @id{getinfo} returns @fail.

The returned table can contain all the fields returned by @Lid{lua\_getinfo}, with the string @id{what} describing which fields to fill in.

The default for @id{what} is to get all information available, except the table of valid lines.

If present,

the option @Char{f}

adds a field named @id{func} with the function itself.

If present,

the option @Char{L}

adds a field named @id{activelines} with the table of valid lines.

For instance, the expression @T{debug.getinfo(1,"n").name} returns

a name for the current function,

if a reasonable name can be found,

and the expression @T{debug.getinfo(print)}

returns a table with all available information

about the @Lid{print} function.

}

@LibEntry{debug.getlocal ([thread,] f, local)}

This function returns the name and the value of the local variable

with index @id{local} of the function at level @id{f} of the stack.

This function accesses not only explicit local variables,

but also parameters and temporary values.

The first parameter or local variable has @N{index 1}, and so on,

following the order that they are declared in the code,

counting only the variables that are active

in the current scope of the function.

Compile-time constants may not appear in this listing,

if they were optimized away by the compiler.

Negative indices refer to vararg arguments;

@num{-1} is the first vararg argument.

The function returns @fail

if there is no variable with the given index,

and raises an error when called with a level out of range.

(You can call @Lid{debug.getinfo} to check whether the level is valid.)

Variable names starting with @Char{()} (open parenthesis) @C{}}

represent variables with no known names  
(internal variables such as loop control variables,  
and variables from chunks saved without debug information).

The parameter `@id{f}` may also be a function.  
In that case, `@id{getlocal}` returns only  
the name of function parameters.

}

`@LibEntry{debug.getmetatable (value)|`

Returns the metatable of the given `@id{value}`  
or `@nil` if it does not have a metatable.

}

`@LibEntry{debug.getregistry ()|`

Returns the registry table `@see{registry}`.

}

`@LibEntry{debug.getupvalue (f, up)|`

This function returns the name and the value of the upvalue  
with index `@id{up}` of the function `@id{f}`.  
The function returns `@fail`  
if there is no upvalue with the given index.

(For Lua functions,  
upvalues are the external local variables that the function uses,  
and that are consequently included in its closure.)

For `@N{C functions}`, this function uses the empty string `@T{""}`  
as a name for all upvalues.

Variable name `@Char{?}` (interrogation mark)  
represents variables with no known names  
(variables from chunks saved without debug information).

}

`@LibEntry{debug.getuservalue (u, n)|`

Returns the `@id{n}`-th user value associated  
to the userdata `@id{u}` plus a boolean,  
`@false` if the userdata does not have that



value.

}

@LibEntry{debug.sethook ([thread,] hook, mask [, count])|

Sets the given function as the debug hook.

The string @id{mask} and the number @id{count} describe when the hook will be called.

The string mask may have any combination of the following characters, with the given meaning:

@description{

@item{ @Char{c}| the hook is called every time Lua calls a function;}

@item{ @Char{r}| the hook is called every time Lua returns from a function;}

@item{ @Char{l}| the hook is called every time Lua enters a new line of code.}

}

Moreover,

with a @id{count} different from zero,

the hook is called also after every @id{count} instructions.

When called without arguments,

@Lid{debug.sethook} turns off the hook.

When the hook is called, its first parameter is a string describing the event that has triggered its call:

@T{"call"}, @T{"tail call"}, @T{"return"},

@T{"line"}, and @T{"count"}.

For line events,

the hook also gets the new line number as its second parameter.

Inside a hook,

you can

call @id{getinfo} with @N{level 2} to get more information about the running function.

(@N{Level 0} is the @id{getinfo} function,

and @N{level 1} is the hook function.)

}

@LibEntry{debug.setlocal ([thread,] level, local, value)|

This function assigns the value @id{value} to the local variable

with index @id{local} of the function at level @id{level} of the stack.

The function returns @fail if there is no local

variable with the given index,

and raises an error when called with a @id{level} out of range.

(You can call @id{getinfo} to check whether the level is valid.)

Otherwise, it returns the name of the local variable.

See @Lid{debug.getlocal} for more information about variable indices and names.

}

@LibEntry{debug.setmetatable (value, table)|

Sets the metatable for the given @id{value} to the given @id{table} (which can be @nil).

Returns @id{value}.

}

@LibEntry{debug.setupvalue (f, up, value)|

This function assigns the value @id{value} to the upvalue with index @id{up} of the function @id{f}.

The function returns @fail if there is no upvalue with the given index.

Otherwise, it returns the name of the upvalue.

See @Lid{debug.getupvalue} for more information about upvalues.

}

@LibEntry{debug.setuservalue (udata, value, n)|

Sets the given @id{value} as the @id{n}-th user value associated to the given @id{udata}. @id{udata} must be a full userdata.

Returns @id{udata}, or @fail if the userdata does not have that value.

}

@LibEntry{debug.traceback ([thread,] [message [, level]])|

If @id{message} is present but is neither a string nor @nil, this function returns @id{message} without further processing.

Otherwise,

it returns a string with a traceback of the call stack.

The optional @id{message} string is appended at the beginning of the traceback.

An optional @id{level} number tells at which level to start the traceback

(default is 1, the function calling @id{traceback}).

}

@LibEntry{debug.upvalueid (f, n)}

Returns a unique identifier (as a light userdata)  
for  
the upvalue numbered @id{n}  
from the given function.

These unique identifiers allow a program to check whether different  
closures share upvalues.

Lua closures that share an upvalue  
(that is, that access a same external local variable)  
will return identical ids for those upvalue indices.

}

@LibEntry{debug.upvaluejoin (f1, n1, f2, n2)}

Make the @id{n1}-th upvalue of the Lua closure @id{f1}  
refer to the @id{n2}-th upvalue of the Lua closure @id{f2}.

}

}

}

@C{-----}

@sect1{lua-sa| @title{Lua Standalone}

Although Lua has been designed as an extension language,  
to be embedded in a host @N{C program},  
it is also frequently used as a standalone language.

An interpreter for Lua as a standalone language,  
called simply @id{lua},  
is provided with the standard distribution.

The @x{standalone interpreter} includes  
all standard libraries.

Its usage is:

```
@verbatim{
lua [options] [script [args]]
}
```

The options are:

```
@description{
@item{ @T{-e
```

```

@rep{stat} | execute string @rep{stat};}
@item{@T{-i} | enter interactive mode after running @rep{script};}
@item{@T{-l @rep{mod}} | @Q{require} @rep{mod} and assign the
result to global @rep{mod};}
@item{@T{-v} | print version information;}
@item{@T{-E} | ignore environment variables;}
@item{@T{-W} | turn warnings on;}
@item{@T{--} | stop handling options;}
@item{@T{-} | execute @id{stdin} as a file and stop handling options.}
}

```

After handling its options, @id{lua} runs the given @emph{script}.

When called without arguments,

@id{lua} behaves as @T{lua -v -i}

when the standard input (@id{stdin}) is a terminal,

and as @T{lua -} otherwise.

When called without the option @T{-E},

the interpreter checks for an environment variable @defid{LUA\_INIT\_5\_4}

(or @defid{LUA\_INIT} if the versioned name is not defined)

before running any argument.

If the variable content has the format @T{@At@rep{filename}},

then @id{lua} executes the file.

Otherwise, @id{lua} executes the string

itself.

When called with the option @T{-E},

Lua does not consult any environment variables.

In particular,

the values of @Lid{package.path} and @Lid{package.cpath}

are set with the default paths defined in @id{luaconf.h}.

The options @T{-e}, @T{-l}, and @T{-W} are handled in the order they appear.

For instance, an invocation like

```

@verbatim{
$ lua -e 'a=1' -llib1 script.lua
}

```

will first set @id{a} to 1, then require the library @id{lib1},

and finally run the file @id{script.lua} with no arguments.

(Here @T{\$} is the shell prompt. Your prompt may be different.)

Before running any code,

@id{lua} collects all command-line arguments

in a global table called @id{arg}.

The script name goes to index 0,

the first argument after the script name goes to index 1,

and so on.

Any arguments before the script name

(that is, the interpreter name plus its options)

go to negative indices.

For instance, in the call

```
@verbatim{
$ lua -la b.lua t1 t2
}
```

the table is like this:

```
@verbatim{
arg = { [-2] = "lua",
 [-1] = "-la",
 [0] = "b.lua",
 [1] = "t1", [2] = "t2" }
}
```

If there is no script in the call,

the interpreter name goes to index 0,

followed by the other arguments.

For instance, the call

```
@verbatim{
$ lua -e "print(arg[1])"
}
```

will print @St{-e}.

If there is a script,

the script is called with arguments

```
@T{arg[1]}, @Cdots, @T{arg[#arg]}.
```

Like all chunks in Lua,

the script is compiled as a vararg function.

In interactive mode,

Lua repeatedly prompts and waits for a line.

After reading a line,

Lua first try to interpret the line as an expression.

If it succeeds, it prints its value.

Otherwise, it interprets the line as a statement.

If you write an incomplete statement,

the interpreter waits for its completion

by issuing a different prompt.

If the global variable @defid{\_**PROMPT**} contains a string,

then its value is used as the prompt.

Similarly, if the global variable @defid{\_**PROMPT2**} contains a string,

its value is used as the secondary prompt

(issued during incomplete

statements).

In case of unprotected errors in the script,

the interpreter reports the error to the standard error stream.

If the error object is not a string but

has a metamethod @idx{\_**\_\_tostring**}},

the interpreter calls this metamethod to produce the final message. Otherwise, the interpreter converts the error object to a string and adds a stack traceback to it. When warnings are on, they are simply printed in the standard error output.

When finishing normally, the interpreter closes its main Lua state @seeF{lua\_close}. The script can avoid this step by calling @Lid{os.exit} to terminate.

To allow the use of Lua as a script interpreter in Unix systems, Lua skips the first line of a file chunk if it starts with @T{#}. Therefore, Lua scripts can be made into executable programs by using @T{chmod +x} and @N{the @T{#!}} form, as in

```
@verbatim{
#!/usr/local/bin/lua
}
```

Of course, the location of the Lua interpreter may be different in your machine.

If @id{lua} is in your @id{PATH},

then

```
@verbatim{
#!/usr/bin/env
lua
}
```

is a more portable solution.

```
}
```

@sect1 {incompat| @title{Incompatibilities with the Previous Version}

@simplesect{

Here we list the incompatibilities that you may find when moving a program from @N{Lua 5.3} to @N{Lua 5.4}.

You can avoid some incompatibilities by compiling Lua with appropriate options (see file @id{luaconf.h}).

However,

all these compatibility options will be removed in the future.

More often than not,

compatibility issues arise when these compatibility options are removed.

So, whenever you have the chance,  
you should try to test your code with a version of Lua compiled  
with all compatibility options turned off.  
That will ease transitions to newer versions of Lua.

Lua versions can always change the C API in ways that  
do not imply source-code changes in a program,  
such as the numeric values for constants  
or the implementation of functions as macros.  
Therefore,  
you should never assume that binaries are compatible between  
different Lua versions.

Always  
recompile clients of the Lua API when  
using a new version.

Similarly, Lua versions can always change the internal representation  
of precompiled chunks;  
precompiled chunks are not compatible between different Lua versions.

The standard paths in the official distribution may  
change between versions.

}

@sect2{ @title{Incompatibilities in the Language}  
@itemize{

@item{  
The coercion of strings to numbers in  
arithmetic and bitwise operations  
has been removed from the core language.  
The string library does a similar job  
for arithmetic (but not for bitwise) operations  
using the string metamethods.  
However, unlike in previous versions,  
the new implementation preserves the implicit type of the numeral  
in the string.  
For instance, the result of @T{"1" + "2"} now is an integer,  
not a float.  
}

@item{  
Literal decimal integer constants that overflow are read as floats,  
instead of wrapping around.  
You can use hexadecimal notation for such constants if you  
want the old behavior  
(reading

them as integers with wrap around).

}

@item{

The use of the @idx{\_\_lt} metamethod to emulate @idx{\_\_le} has been removed.

When needed, this metamethod must be explicitly defined.

}

@item{

The semantics of the numerical @Rw{for} loop over integers changed in some details.

In particular, the control variable never wraps around.

}

@item{

A label for a @Rw{goto} cannot be declared where a label with the same name is visible, even if this other label is declared in an enclosing block.

}

@item{

When finalizing an object,

Lua does not ignore @idx{\_\_gc} metamethods that are not functions.

Any value will be called, if present.

(Non-callable values will generate a warning, like any other error when calling a finalizer.)

}

}

}

@sect2{@title{Incompatibilities in the Libraries}}

@itemize{

@item{

The function @Lid{print} does not call @Lid{tostring} to format its arguments;

instead, it has this functionality hardwired.

You should use @idx{\_\_tostring} to modify how values are printed.

}

@item{

The

pseudo-random number generator used by the function @Lid{math.random} now starts with a somewhat random seed.

Moreover, it uses a different algorithm.



}

@item{

By default, the decoding functions in the @Lid{utf8} library do not accept surrogates as valid code points.

An extra parameter in these functions makes them more permissive.

}

@item{

The options @St{setpause} and @St{setstepmul} of the function @Lid{collectgarbage} are deprecated.

You should use the new option @St{incremental} to set them.

}

@item{

The function @Lid{io.lines} now returns four values, instead of just one.

That can be a problem when it is used as the sole argument to another function that has optional parameters, such as in @T{load(io.lines(filename, "L"))}.

To fix that issue, you can wrap the call into parentheses, to adjust its number of results to one.

}

}

}

@sect2{@title{Incompatibilities in the API}}

@itemize{

@item{

Full userdata now has an arbitrary number of associated user values.

Therefore,

the functions @id{lua\_newuserdata}, @id{lua\_setuservalue}, and @id{lua\_getuservalue} were replaced by @Lid{lua\_newuserdatauv}, @Lid{lua\_setiuservalue}, and @Lid{lua\_getiuservalue}, which have an extra argument.

For compatibility, the old names still work as macros assuming one single user value.

Note, however, that userdata with zero user values are more efficient memory-wise.

}

@item{  
The function @Lid{lua\_resume} has an extra parameter.  
This out parameter returns the number of values on  
the top of the stack that were yielded or returned by the coroutine.  
(In previous versions,  
those values were the entire stack.)  
}

@item{  
The function @Lid{lua\_version} returns the version number,  
instead of an address of the version number.  
The Lua core should work correctly with libraries using their  
own static copies of the same core,  
so there is no need to check whether they are using the same  
address space.  
}

@item{  
The constant @id{LUA\_ERRGCMM} was removed.  
Errors in finalizers are never  
propagated;  
instead, they generate a warning.  
}

@item{  
The options @idx{LUA\_GCSETPAUSE} and @idx{LUA\_GCSETSTEPMUL}  
of the function @Lid{lua\_gc} are deprecated.  
You should use the new option @id{LUA\_GCINC} to set them.  
}

}

}

}

@C{[=====]}

@sect1{BNF| @title{The Complete Syntax of Lua}

Here is the complete syntax of Lua in extended BNF.

As usual in extended BNF,

@bnfNter{A} means 0 or more @bnfNter{A}s,

and @bnfNter{[A]} means an optional @bnfNter{A}.

(For operator precedences, see @See{prec};

for a description of the terminals

@bnfNter{Name}, @bnfNter{Numeral},

and @bnfNter{LiteralString}, see @See{lexical}.)

@index{grammar}

@Produc{

@producname{chunk}@producbody{block}

@producname{block}@producbody{@bnfrep{stat}@bnfoft{retstat}}

@producname{stat}@producbody{

@bnfter{;}

@OrNL varlist @bnfter{=} explist

@OrNL functioncall

@OrNL label

@OrNL @Rw{break}

@OrNL @Rw{goto} Name

@OrNL @Rw{do} block @Rw{end}

@OrNL @Rw{while}

exp @Rw{do} block @Rw{end}

@OrNL @Rw{repeat} block @Rw{until} exp

@OrNL @Rw{if} exp @Rw{then} block

@bnfrep{@Rw{elseif} exp @Rw{then} block}

@bnfoft{@Rw{else} block} @Rw{end}

@OrNL @Rw{for} @bnfNter{Name} @bnfter{=} exp @bnfter{,} exp @bnfoft{@bnfter{,} exp}

@Rw{do} block @Rw{end}

@OrNL @Rw{for} namelist @Rw{in} explist @Rw{do} block @Rw{end}

@OrNL @Rw{function} funcname funcbody

@OrNL @Rw{local} @Rw{function} @bnfNter{Name} funcbody

@OrNL @Rw{local} attnamelist @bnfoft{@bnfter{=} explist}

}

@producname{attnamelist}@producbody{

@bnfNter{Name} attrib @bnfrep{@bnfter{,} @bnfNter{Name} attrib}}

@producname{attrib}@producbody{@bnfoft{@bnfter{<} @bnfNter{Name} @bnfter{>}}}

@producname{retstat}@producbody{@Rw{return}

@bnfoft{explist} @bnfoft{@bnfter{;}}}

@producname{label}@producbody{@bnfter{::} Name @bnfter{::}}

@producname{funcname}@producbody{@bnfNter{Name} @bnfrep{@bnfter{.} @bnfNter{Name}}

@bnfoft{@bnfter{:}}

@bnfNter{Name}}}

@producname{varlist}@producbody{var @bnfrep{@bnfter{,} var}}

@producname{var}@producbody{

```

@bnfNter{Name}
@Or prefixexp @bnfter{[] exp @bnfter{}}
@Or prefixexp @bnfter{.} @bnfNter{Name}
}

@producname{namelist} @producbody{ @bnfNter{Name} @bnfrep{ @bnfter{,} @bnfNter{Name}}}

@producname{explist} @producbody{exp @bnfrep{ @bnfter{,} exp}}

@producname{exp} @producbody{
 @Rw{nil}
 @Or @Rw{false}
 @Or @Rw{true}
 @Or @bnfNter{Numeral}
 @Or @bnfNter{LiteralString}
 @Or @bnfter{...}
 @Or fonctiondef
 @OrNL prefixexp
 @Or tableconstructor
 @Or exp binop exp
 @Or unop exp
}

@producname{prefixexp} @producbody{ var @Or functioncall @Or @bnfter{(} exp @bnfter{)}}

@producname{functioncall} @producbody{
 prefixexp args
 @Or prefixexp @bnfter{:} @bnfNter{Name} args
}

@producname{args} @producbody{
 @bnfter{(} @bnfopt{explist} @bnfter{)}
 @Or tableconstructor
 @Or @bnfNter{LiteralString}
}

@producname{fonctiondef} @producbody{ @Rw{function} funcbody }

@producname{funcbody} @producbody{ @bnfter{(} @bnfopt{parlist}
 @bnfter{)} block @Rw{end}}

@producname{parlist} @producbody{ namelist @bnfopt{ @bnfter{,} @bnfter{...}}
 @Or @bnfter{...}}

@producname{tableconstructor} @producbody{ @bnfter{@Open} @bnfopt{fieldlist} @bnfter{@Close}}

@producname{fieldlist} @producbody{ field @bnfrep{fieldsep field} @bnfopt{fieldsep}}

```

@producname{field}@producbody{@bnfter{[] exp @bnfter{[] @bnfter{=} exp @Or @bnfNter{Name}  
@bnfter{=} exp @Or exp}

@producname{fieldsep}@producbody{@bnfter{,} @Or @bnfter{;}}

@producname{binop}@producbody{  
@bnfter{+} @Or @bnfter{-} @Or @bnfter{\*} @Or @bnfter{/} @Or @bnfter{//}  
@Or @bnfter{^} @Or @bnfter{%}  
@OrNL  
@bnfter{&} @Or @bnfter{~} @Or @bnfter{[] @Or @bnfter{>>} @Or @bnfter{<<}  
@Or @bnfter{..}  
@OrNL  
@bnfter{<} @Or @bnfter{<=} @Or @bnfter{>} @Or @bnfter{>=}  
@Or @bnfter{==} @Or @bnfter{~=}  
@OrNL  
@Rw{and} @Or @Rw{or}}

@producname{unop}@producbody{@bnfter{-} @Or @Rw{not} @Or @bnfter{#} @Or  
@bnfter{~}}

}

}

@C{=====}

}

@C{-----}

Found

in path(s):

\* /opt/cola/permits/1572161114\_1677062205.8811197/0/lua-5-4-4-zip/lua-5.4.4/manual/manual.of

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header = string.gsub(header, "All rights reserved",

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# 1.147 commons-fileupload 1.5

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## 1.149 snake-yaml 2.0

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```

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```
*/
```

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```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/representer/SafeRepresenter.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/parser/Parser.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/env/EnvScalarConstructor.java
```

```
*
```

```
/opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/nodes/ScalarNode.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/tokens/ValueToken.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/StreamEndEvent.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/constructor/AbstractConstruct.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/events/CollectionEndEvent.java
```

```
* /opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
```

jar/org/yaml/snakeyaml/emitter/ScalarAnalysis.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/events/AliasEvent.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/events/ScalarEvent.java  
\*  
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jar/org/yaml/snakeyaml/emitter/EmitterState.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/tokens/DirectiveToken.java  
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jar/org/yaml/snakeyaml/events/StreamStartEvent.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
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\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/tokens/AliasToken.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/constructor/Construct.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/events/ImplicitTuple.java  
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\*  
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jar/org/yaml/snakeyaml/introspector/Property.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/parser/Production.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/resolver/ResolverTuple.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/scanner/Scanner.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/composer/ComposerException.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/nodes/MappingNode.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/emitter/Emitable.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/tokens/FlowMappingEndToken.java  
\*  
/opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/DumperOptions.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/tokens/FlowSequenceEndToken.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/nodes/AnchorNode.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-  
jar/org/yaml/snakeyaml/representer/Represent.java

\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/Node.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/FlowMappingStartToken.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/reader/ReaderException.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/constructor/SafeConstructor.java  
\*  
/opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/scanner/Constant.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/nodes/NodeId.java  
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\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/DocumentEndToken.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/parser/ParserImpl.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/tokens/ScalarToken.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/introspector/MethodProperty.java  
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\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/Escaper.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/PercentEscaper.java  
\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/org/yaml/snakeyaml/external/com/google/gdata/util/common/base/UnicodeEscaper.java  
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\* /opt/cola/permits/1584157893\_1677999786.1262538/0/snakeyaml-2-0-sources-jar/META-INF/maven/org.yaml/snakeyaml/pom.xml

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 * A Base64 encoder/decoder.
 *
 * <p>
 * This class is used to encode and decode data in Base64 format as described in RFC 1521.
 *
 * <p>
 * Project home page: www.
 * source-code.biz/base64coder/java

 * Author: Christian d'Heureuse, Inventec Informatik AG, Zurich, Switzerland

 * Multi-licensed: EPL / LGPL / GPL / AL / BSD.
 */
```

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*/opt/cola/permits/1584157893_1677999786.1262538/0/snakeyaml-2-0-sources-
jar/org/yaml/snakeyaml/external/biz/base64Coder/Base64Coder.java
```

# 1.150 protobuf 3.21.12

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This file contains a list of people who have made large contributions to the public version of Protocol Buffers.

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- \* Small patch to handle trailing slashes in --proto\_path flag.

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- \* Small patch to fix Python CallMethod().

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- \* Small optimizations to Python serialization.

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- \* VI syntax highlighting tweaks.
- \* Fix compiler to not make output executable.

Dilip Joseph <dilip.antony.joseph@gmail.com>

- \* Heuristic detection of sub-messages when printing unknown fields in text format.

Brian Atkinson <nairb774@gmail.com>

- \* Added @Override annotation to generated Java code where appropriate.

Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>

- \* Tru64 support.

Monty Taylor <monty.taylor@gmail.com>

- \* Solaris 10 + Sun Studio fixes.

Alek Storm <alek.storm@gmail.com>

- \* Slicing support for repeated scalar fields for the Python API.

Oleg Smolsky <oleg.smolsky@gmail.com>

- \* MS Visual Studio error format option.
- \* Detect unordered\_map in stl\_hash.m4.

Brian Olson <brianolson@google.com>

- \* gzip/zlib I/O support.

Michael Poole <mdpoole@troilus.org>

- \* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).
- \* Added generation of field number constants.

Wink Saville <wink@google.com>

- \* Fixed initialization ordering problem in logging code.

Will Pierce <willp@nuclei.com>

- \* Small patch improving performance of in Python serialization.

Alexandre Vassalotti <alexandre@peadrop.com>

- \* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).

Scott Stafford <scott.stafford@gmail.com>

- \* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.

Alexander Melnikov <alm@sibmail.ru>

\* HPUX support.

Oliver Jowett <oliver.jowett@gmail.com>

- \* Detect whether zlib is new enough in configure script.
- \* Fixes for Solaris 10 32/64-bit confusion.

Evan Jones <evanj@mit.edu>

- \* Optimize Java serialization code when writing a small message to a stream.
- \* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.
- \* Clean up some Java warnings.
- \* Fix bug with permanent callbacks that delete themselves when run.

Michael Kucharski <m.kucharski@gmail.com>

- \* Added CodedInputStream.getTotalBytesRead().

Kacper Kowalik <xarthisius.kk@gmail.com>

- \* Fixed m4/acx\_pthread.m4 problem for some Linux distributions.

William Orr <will@worrbase.com>

- \* Fixed detection of sched\_yield on Solaris.
- \* Added atomicops for Solaris

Andrew Paprocki <andrew@ishiboo.com>

- \* Fixed minor IBM xLC compiler build issues
- \* Added atomicops for AIX (POWER)

Nipunn Koorapati <nipunn1313@gmail.com>

- \* Provide a type alias field ValueType

on EnumTypeWrapper

- \* Match service argument names to abstract interface

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# 1.151 error\_prone\_annotations 2.18.0

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\* /opt/cola/permits/1606613656\_1679417956.422988/0/error-prone-annotations-2-18-0-1-jar/META-INF/maven/com.google.errorprone/error\_prone\_annotations/pom.xml

# 1.152 feign-core 10.7.4

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```
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Types.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Util.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Contract.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/FeignException.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Feign.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RequestTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/codec/StringDecoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/BodyTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/Expression.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Response.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/CollectionFormat.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/QueryTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Logger.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/UriUtils.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/stream/StreamDecoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Client.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Request.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/QueryMap.java
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```
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/META-
INF/maven/io.github.openfeign/feign-core/pom.xml
```

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```
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/codec/ErrorDecoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/DeclarativeContract.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/querymap/BeanQueryMapEncoder.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/TemplateChunk.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/codec/DecodeException.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/Decoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/auth/Base64.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/ExceptionPropagationPolicy.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/SynchronousMethodHandler.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/template/Literal.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/InvocationHandlerFactory.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/MethodMetadata.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/codec/Encoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/optionals/OptionalDecoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/RequestLine.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/QueryMapEncoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/RequestInterceptor.java
```

```

* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/auth/BasicAuthRequestInterceptor.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/Template.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/UriTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/HeaderMap.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/ResponseMapper.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/ReflectiveFeign.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Body.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/querymap/FieldQueryMapEncoder.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Headers.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Retryer.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/RetryableException.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/codec/EncodeException.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/Expressions.java
*
/opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/DefaultMethodHandler.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Param.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-
jar/feign/template/HeaderTemplate.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Experimental.java
* /opt/cola/permits/1615152342_1681857230.469691/0/feign-core-10-7-4-sources-1-jar/feign/Target.java

```

## 1.153 kubernetes-client 4.13.3

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#

io.fabric8.kubernetes.client.URLFromEnvVarsImpl  
io.fabric8.kubernetes.client.URLFromIngressImpl  
io.fabric8.kubernetes.client.URLFromNodePortImpl  
io.fabric8.kubernetes.client.URLFromClusterIPImpl

Found in path(s):

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-INF/services/io.fabric8.kubernetes.client.ServiceToURLProvider  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Createable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/StatusUpdatable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/CertUtils.java

\*

/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/VisitFromServerGetWatchDeleteRecreateWaitApplicable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/serializationmixins/ObjectMetaMixIn.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AutoscalingAPIGroupClient.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/core/v1/ReplicationControllerRollingUpdater.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionsAPIGroupExtensionAdapter.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Waitable.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Uploadable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/Listener.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/StatefulSetOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/CascadingEditReplacePatchDeletable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/run/RunConfig.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/ExecWatch.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/WatchListDeletable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/StorageAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Resource.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/batch/v1beta1/CronJobOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1ApiextensionsAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Requirable.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V2beta1AutoscalingAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1AuthorizationAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/ProcessorListener.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/DeploymentOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/RecreateApplicable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/RbacAPIGroupExtensionAdapter.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/urls/URLUtils.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1APIGroupExtensionAdapter.java



\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/Utils/NonBlockingInputStreamPumper.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/CreateOrReplaceable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/PKCS1Util.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/SerializationUtils.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/AnyNamespaceable.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/DefaultKubernetesClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AutoAdaptableKubernetesClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/CustomResourceOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1ApiextensionAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/BatchAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/SettingsAPIGroupDSL.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/KubernetesClientTimeoutException.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/RawCustomResourceOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/batch/v1/JobOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/MixedOperation.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/run/RunConfigUtil.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/BytesLimitTerminateTimeTailPrettyLoggable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/MetricAPIGroupDSL.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AutoscalingAPIGroupExtensionAdapter.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/Utils/PodOperationUtil.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/ImageEditReplacePatchable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Namespaced.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/utils/KubernetesResourceUtil.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/SSLUtils.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/Controller.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Ttyable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Secretable.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/NodeMetricOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/resourceLock/Lock.java  
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jar/io/fabric8/kubernetes/client/utils/InputStreamPumper.java  
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jar/io/fabric8/kubernetes/client/utils/DeleteAndCreateHelper.java  
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jar/io/fabric8/kubernetes/client/utils/OpenIDConnectionUtils.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/internal/PatchUtils.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/internal/readiness/Readiness.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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jar/io/fabric8/kubernetes/client/PortForward.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/base/HasMetadataOperation.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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jar/io/fabric8/kubernetes/client/dsl/MultiDeleteable.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/AuthorizationAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AdmissionRegistrationAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/AdmissionRegistrationAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/NamespacedKubernetesClient.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/SettingsAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Loggable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/RequestConfigurable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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jar/io/fabric8/kubernetes/client/dsl/GetListFromLoadable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/informers/SharedInformerEventListener.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/Watch.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/TtyExecOutputErrorable.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/PropagationPolicyConfigurable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/GracePeriodConfigurable.java  
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jar/io/fabric8/kubernetes/client/V1beta1AdmissionRegistrationAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Nameable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/handlers/KubernetesListHandler.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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jar/io/fabric8/kubernetes/client/dsl/internal/extensions/v1beta1/DeploymentRollingUpdater.java

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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/PolicyAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/uploadable/PodUploadWebSocketListener.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/SharedInformerFactory.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Outputable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/ApplicableAnd.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/TimeTailPrettyLoggable.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Replaceable.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Listable.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/SchedulingAPIGroupDSL.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/ServiceToURLProvider.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/URLFromClusterIPImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/LogWatchCallback.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/PortForwardable.java

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/LocalPortForward.java

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/uploadable/PodUpload.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/cache/DeltaFIFO.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/MetricAPIGroupClient.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/VersionUsageUtils.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/Utils/PodStatusUtil.java

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/RecreateCreateable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Rollable.java

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/ApiextensionsAPIGroupClient.java

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V2beta2AutoscalingAPIGroupExtensionAdapter.java

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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Triggerable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/LeaderElectionConfig.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/ParameterNamespaceListVisitFromServerGetDeleteRecreateWaitApplicable.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/LogWatch.java

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/extended/leaderelection/resourceLock/LeaseLock.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
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jar/io/fabric8/kubernetes/client/dsl/internal/PortForwarderWebsocket.java  
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/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/ApiextensionsAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Timeoutable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/AutoscalingAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Parameterizable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/ScalableResource.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/CreateFromServerGettable.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/ResourceNotFoundException.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/internal/extensions/v1beta1/DeploymentOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/ResourceHandler.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/V1NetworkAPIGroupDSL.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/internal/patchmixins/ObjectMetaMixIn.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/CreateListFromLoadable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/URLFromEnvVarsImpl.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/utils/BackwardsCompatibilityInterceptor.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/VersionWatchAndWaitable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/ClientAware.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Listenable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/extended/run/RunOperations.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/extended/leaderelection/resourceLock/ConfigMapLock.java

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*
/opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/RollableScalableResourceOperation.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/AppsAPIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/core/v1/ReplicationControllerOperationsImpl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/ExecListener.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/Utils/OIDCTokenRefreshInterceptor.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/VersionInfo.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/Utils/Utils.java
*
/opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/ConfigAware.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/StorageAPIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/informers/ResourceEventHandler.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/Utils/ReplaceValueStream.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/ListVisitFromServerGetDeleteRecreateWaitApplicable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/extensions/v1beta1/ReplicaSetOperationsImpl.java
*
/opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/Prettyable.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/Callback.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/NamespacedVisitFromServerGetWatchDeleteRecreateWaitApplicableList
Impl.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/V2beta1AutoscalingAPIGroupDSL.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/SettingsAPIGroupExtensionAdapter.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/Utils/BlockingInputStreamPumper.java
*
/opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/dsl/internal/DefaultOperationInfo.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-
jar/io/fabric8/kubernetes/client/internal/serializationmixins/ReplicationControllerMixIn.java
* /opt/cola/permits/1615679654_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

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jar/io/fabric8/kubernetes/client/dsl/Loadable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/AppsAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/FunctionCallable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/RequestConfigHolder.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/V2beta1AutoscalingAPIGroupClient.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/internal/NamespaceVisitFromServerGetWatchDeleteRecreateWaitApplicableIm  
pl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Timeable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/RollingUpdater.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/CustomResource.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/EditReplacePatchDeletable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/informers/cache/Cache.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Operation.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/RecreateFromServerGettable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/RequestConfig.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/V1AdmissionRegistrationAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/Lockable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/informers/ResyncRunnable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/WithRequestCallable.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/KubernetesListNonNamespaceOperation.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/base/ConfigAndApiGroupsInfo.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/dsl/CopyOrReadable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-  
jar/io/fabric8/kubernetes/client/APIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-

jar/io/fabric8/kubernetes/client/dsl/internal/ClusterOperationsImpl.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/apps/v1/StatefulSetRollingUpdater.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/BatchAPIGroupClient.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/internal/RollingOperationContext.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/internal/KubeConfigUtils.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/extended/leaderelection/resourceLock/LockException.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/V1beta1NetworkAPIGroupExtensionAdapter.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Evictable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Filterable.java  
\*  
/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/dsl/Execable.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/informers/impl/DefaultSharedIndexInformer.java  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/CustomResourceList.java  
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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-handler-services.vm  
\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-operation.vm

\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/resource-handler.vm

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-INF/maven/io.fabric8/kubernetes-client/pom.xml

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#

io.fabric8.kubernetes.client.AppsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.AdmissionRegistrationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1AdmissionRegistrationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1beta1AdmissionRegistrationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.AutoscalingAPIGroupExtensionAdapter



io.fabric8.kubernetes.client.ApiextensionsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.AuthorizationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1AutoscalingAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V2beta1AutoscalingAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V2beta2AutoscalingAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.BatchAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.ExtensionsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.MetricAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.NetworkAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.PolicyAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.RbacAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.SchedulingAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.SettingsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.StorageAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1APIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1ApiextensionsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1beta1ApiextensionsAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1AuthorizationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1beta1AuthorizationAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1NetworkAPIGroupExtensionAdapter  
io.fabric8.kubernetes.client.V1beta1NetworkAPIGroupExtensionAdapter

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/META-INF/services/io.fabric8.kubernetes.client.ExtensionAdapter

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\* /opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/lib/FileSystem.java

\*

/opt/cola/permits/1615679654\_1679900869.8880177/0/kubernetes-client-4-13-3-sources-2-jar/io/fabric8/kubernetes/client/lib/FilenameUtils.java

## 1.154 gethostname4j 0.0.3

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## 1.155 error\_prone\_annotations 2.0.2

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\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/concurrent/LockMethod.java  
\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/NoAllocation.java  
\*  
/opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/concurrent/UnlockMethod.java  
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\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/IncompatibleModifiers.java  
\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/CanIgnoreReturnValue.java  
\*  
/opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/RequiredModifiers.java  
\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/ForOverride.java  
\* /opt/cola/permits/1615679756\_1679900826.2886083/0/error-prone-annotations-2-0-2-sources-1-jar/com/google/errorprone/annotations/CompileTimeConstant.java

## 1.156 kubernetes-model 4.13.3

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-->

Found in path(s):

\* /opt/cola/permits/1615679807\_1681857298.9323602/0/kubernetes-model-admissionregistration-4-13-3-sources-2-jar/META-INF/maven/io.fabric8/kubernetes-model-admissionregistration/pom.xml

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*/
```

Found in path(s):

```
* /opt/cola/permits/1615679807_1681857298.9323602/0/kubernetes-model-admissionregistration-4-13-3-sources-2-
jar/io/fabric8/kubernetes/api/model/admission/AdmissionRequest.java
```

## 1.157 kubernetes-model-node 4.13.3

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Found in path(s):

```
* /opt/cola/permits/1615679785_1679900803.9024324/0/kubernetes-model-node-4-13-3-sources-2-jar/manifest.vm
```

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## 1.158 feign-jaxrs 10.7.4

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Found in path(s):

\* /opt/cola/permits/1615679595\_1681859963.6316698/0/feign-jaxrs-10-7-4-sources-1-jar/feign/jaxrs/JAXRSContract.java

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Found in path(s):

\* /opt/cola/permits/1615679595\_1681859963.6316698/0/feign-jaxrs-10-7-4-sources-1-jar/META-INF/maven/io.github.openfeign/feign-jaxrs/pom.xml

## 1.159 simpleclient-dropwizard 0.15.0

### 1.159.1 Available under license :

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Found in path(s):

\* /opt/cola/permits/1615679726\_1679900666.1889737/0/simpleclient-dropwizard-0-15-0-2-jar/META-INF/maven/io.prometheus/simpleclient\_dropwizard/pom.xml

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Manifest-Version: 1.0

Bnd-LastModified: 1644098880357

Build-Jdk: 11.0.13

Built-By: fabian

Bundle-Description: Collector of data from Dropwizard metrics library.

Bundle-License: <http://www.apache.org/licenses/LICENSE-2.0.txt>

Bundle-ManifestVersion: 2

Bundle-Name: Prometheus Java Simpleclient Dropwizard

Bundle-SymbolicName: io.prometheus.simpleclient\_dropwizard

Bundle-Version: 0.15.0

Created-By: Apache Maven Bundle Plugin

Export-Package: io.prometheus.client.dropwizard.samplebuilder;uses:="io.prometheus.client";version="0.15.0",io.prometheus.client.dropwizard;uses:="com.codahale.metrics,io.prometheus.client,io.prometheus.client.dropwizard.samplebuilder";version="0.15.0"

Import-Package: com.codahale.metrics;version="[4.2,5)",io.prometheus.client;version="[0.15,1)"

Tool: Bnd-2.1.0.20130426-122213

Found in path(s):

\* /opt/cola/permits/1615679726\_1679900666.1889737/0/simpleclient-dropwizard-0-15-0-2-jar/META-INF/MANIFEST.MF

# 1.160 kubernetes-model-common 4.13.3

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\* /opt/cola/permits/1615679697\_1679901006.7219748/0/kubernetes-model-common-4-13-3-sources-2-jar/META-INF/maven/io.fabric8/kubernetes-model-common/pom.xml

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Found in path(s):

\* /opt/cola/permits/1615679697\_1679901006.7219748/0/kubernetes-model-common-4-13-3-sources-2-jar/io/fabric8/kubernetes/model/util/Helper.java

\* /opt/cola/permits/1615679697\_1679901006.7219748/0/kubernetes-model-common-4-13-3-sources-2-jar/io/fabric8/kubernetes/model/annotation/ApiVersion.java

\* /opt/cola/permits/1615679697\_1679901006.7219748/0/kubernetes-model-common-4-13-3-sources-2-jar/io/fabric8/kubernetes/model/annotation/PackageSuffix.java

\*

/opt/cola/permits/1615679697\_1679901006.7219748/0/kubernetes-model-common-4-13-3-sources-2-jar/io/fabric8/kubernetes/model/annotation/ApiGroup.java

# 1.161 feign-jackson 10.7.4

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\* /opt/cola/permits/1615679661\_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/feign/jackson/JacksonDecoder.java

\* /opt/cola/permits/1615679661\_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/feign/jackson/JacksonIteratorDecoder.java

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Found in path(s):

\* /opt/cola/permits/1615679661\_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/META-INF/maven/io.github.openfeign/feign-jackson/pom.xml

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\* /opt/cola/permits/1615679661\_1679900789.620515/0/feign-jackson-10-7-4-sources-1-jar/feign/jackson/JacksonEncoder.java

## 1.162 feign-slf4j 10.7.4

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Found in path(s):

\* /opt/cola/permits/1615679771\_1679900757.4775505/0/feign-slf4j-10-7-4-sources-1-jar/META-INF/maven/io.github.openfeign/feign-slf4j/pom.xml

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\* /opt/cola/permits/1615679771\_1679900757.4775505/0/feign-slf4j-10-7-4-sources-1-jar/feign/slf4j/Slf4jLogger.java

# 1.163 jna 5.13.0

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# 1.164 logback-core 1.2.12

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 */
```

Found in path(s):

```
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/html/HTMLLayoutBase.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/status/OnErrorConsoleStatusListener.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/rolling/FixedWindowRollingPolicy.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/joran/spi/XMLUtil.java
*
/opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/rolling/SizeAndTimeBasedFNATP.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/sift/DefaultDiscriminator.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/spi/PreSerializationTransformer.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/pattern/color/BlackCompositeConverter.java
```



\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/SystemInfo.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/TriggeringPolicy.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/ContextBase.java  
\*  
/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/subst/NodeToStringTransformer.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/LifeCycleManager.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/ConcurrentServerRunner.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/SSLNestedComponentRegistryRules.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/AppenderRefAction.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/RollingCalendar.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/property/ResourceExistsPropertyDefiner.java  
\*  
/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/FilterReply.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/node/ComponentNode.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/AppenderAttachable.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/util/StringToObjectConverter.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/hook/DelayingShutdownHook.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/SyslogAppenderBase.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/PatternLayoutEncoderBase.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/BoldCyanCompositeConverter.java  
\*  
/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/KeyManagerFactoryFactoryBean.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/recovery/ResilientSyslogOutputStream.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/MonoTypedConverter.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/Appender.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/Layout.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/IdentityCompositeConverter.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/FileStoreUtil.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/AbstractSocketAppender.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/helper/FileFilterUtil.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/ContextAware.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/NOPAction.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/QueueFactory.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/server/ServerRunner.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/helpers/NOPAppender.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/EndEvent.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/DefaultNestedComponentRegistry.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/parser/SimpleKeywordNode.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/AbstractEventEvaluatorAction.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/CharSequenceState.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/ScanException.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/LifeCycle.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/GrayCompositeConverter.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/DynamicClassLoadingException.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/TimeBasedRollingPolicy.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/util/IEscapeUtil.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/sift/AppenderTracker.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/status/OnConsoleStatusListener.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/hook/ShutdownHookBase.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/color/GreenCompositeConverter.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/StartEvent.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/hook/ShutdownHook.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/TimestampAction.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/DefinePropertyAction.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/StatusListenerConfigHelper.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/event/InPlayListener.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/TimeBasedFileNamingAndTriggeringPolicyBase.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/net/ssl/SSLParametersConfiguration.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/parser/Token.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/html/NOPTrowableRenderer.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/ElementSelector.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/subst/Parser.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/ActionException.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/spi/ContextAwareImpl.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/subst/Token.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/IncludeAction.java  
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/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/GenericConfigurator.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/spi/NoAutoStartUtil.java  
\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/TimeUtil.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/sift/AppenderFactory.java  
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jar/ch/qos/logback/core/util/AggregationType.java
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jar/ch/qos/logback/core/joran/action/PropertyAction.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/joran/spi/JoranException.java
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/opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/Context.java
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jar/ch/qos/logback/core/sift/AbstractDiscriminator.java
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jar/ch/qos/logback/core/FileAppender.java
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jar/ch/qos/logback/core/pattern/parser/Compiler.java
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jar/ch/qos/logback/core/rolling/SizeBasedTriggeringPolicy.java
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jar/ch/qos/logback/core/status/StatusBase.java
* /opt/cola/permits/1627232265_1680652209.6499386/0/logback-core-1-2-12-sources-
jar/ch/qos/logback/core/boolex/EventEvaluator.java
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/pattern/util/AlmostAsIsEscapeUtil.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/joran/action/ParamAction.java  
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\* /opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/util/CachingDateFormatter.java  
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\*

/opt/cola/permits/1627232265\_1680652209.6499386/0/logback-core-1-2-12-sources-jar/ch/qos/logback/core/rolling/TimeBasedFileNamingAndTriggeringPolicy.java

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- > Author : Doug Currie <doug.currie@alum.mit.edu>
- > Library : lsqlite3 - an SQLite 3 database binding for Lua 5
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> version 1.2.11, January  
> 15th, 2017  
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distributable)</ns1:copyrightText>
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distributable)</ns1:copyrightText>

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 <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N1534fd30a381448aaf2322d2a4948c8e">
 <ns1:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <ns1:checksum rdf:nodeID="N64ed73dd5e834b11bea98bb09f1e57fe"/>
 <ns1:copyrightText>Copyright 2013-2017 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</ns1:copyrightText>
 <ns1:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <ns1:fileName>./src-separate/duk_api_object.c</ns1:fileName>
 <ns1:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
</rdf:Description>
<rdf:Description rdf:nodeID="Nba4461f02b8b429bbd15d5cf657bab1c">
 <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <ns1:checksumValue>af6b0cd61c02efa575b9106682606297d26f013b</ns1:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="N716d78f6af114fc7af78e6d3d8c6b413">
 <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 <ns1:checksumValue>215f6fec820889330048f7f2c1b5a220eb963657</ns1:checksumValue>
</rdf:Description>
<rdf:Description rdf:nodeID="N3aaaf58cf6f246769f3d8b3efaf138a7">
 <ns1:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 <ns1:checksumValue>23b6b54a8a35fbec735ffb332f4100a7f00557be</ns1:checksumValue>
</rdf:Description>
</rdf:RDF>
```

```
=====
Duktape license
=====
```

(<http://opensource.org/licenses/MIT>)

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```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<rdf:RDF
```

```
 xmlns:_3="http://spdx.org/rdf/terms#"
```

```
 xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#"
```

```
 xmlns:rdfs="http://www.w3.org/2000/01/rdf-schema#"
```

```
>
```

```
<rdf:Description rdf:nodeID="svBMzJkP376">
```

```
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
```

```
 <_3:checksumValue>6f9134b7d1c939593043b9e0ecb308fbc745c9af</_3:checksumValue>
```

```
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
```

```
</rdf:Description>
```

```
<rdf:Description rdf:nodeID="svBMzJkP101">
```

```
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
```

```
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
```

```
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
```

```
 <_3:checksum rdf:nodeID="svBMzJkP102"/>
```

```
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
```

```
 <_3:fileName>./examples/eventloop/main.c</_3:fileName>
```

```
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
```

```
</rdf:Description>
```

```
<rdf:Description rdf:nodeID="svBMzJkP414">
```

```
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
```

```
 <_3:checksumValue>bd2f85dcd23b76b9cf9900b8b2b86f0bf97421b</_3:checksumValue>
```

```
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
```

```
</rdf:Description>
```

```
<rdf:Description rdf:nodeID="svBMzJkP415">
```

```
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
```

```
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
```

```
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
```

```
 <_3:checksum rdf:nodeID="svBMzJkP416"/>
```

```
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
```

```
 <_3:fileName>./src-separate/duk_initjs_min.js</_3:fileName>
```

```
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
```

```
</rdf:Description>
```

```
<rdf:Description rdf:nodeID="svBMzJkP321">
```

```

 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP322"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_internal.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP292">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>b7ee0e88e6365390db594e5e1a90c383847cfd0f</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP3">
 <_3:created rdf:datatype="http://www.w3.org/2001/XMLSchema#dateTime">2016-12-
08T20:32:53Z</_3:created>
 <rdfs:comment></rdfs:comment>
 <_3:licenseListVersion>1.20</_3:licenseListVersion>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#CreationInfo"/>
 <_3:creator>Organization: duktape.org</_3:creator>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP79">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP80"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/coffee/README.rst</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP275">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright
2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP276"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_heap_stringtable.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP360">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>d70b4083ccd3b5dac32ad07e58d3132dc3390b79</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP70">

```



```

<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>f051b42ff42dc8655b9e17739f7cb7cb76bdf78d</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP382">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>61db5ef1604240b33fa9e1e8825ad588076a5aef</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP365">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP366"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_debug.h</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP208">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>52554f56c3e3420d3643aa22f563d32a2b18be1f</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP323">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP324"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hbufferobject_misc.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP441">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in
the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP442"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_debug_fixedbuffer.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP32">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>fb4f806e7282dd3cb2df04e228672d8b0b1b8eb4</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

```

```

</rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP290"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_heap_misc.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP383">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP384"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_api_compile.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP468">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>422984e8fc919e9f8c64d5cc4b20d7f6d15e341b</_3:checksumValue>
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rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP277">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP278"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_error_longjmp.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP258">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>d0421b2e96d2365467764d4aecc442fe543d69ad</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP462">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>1db75c875cb94e1317f095e3d78f11275c17d154</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP137">

```

```

<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP138"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/cpp-exceptions/cpp_exceptions.cpp</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP180">
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<_3:checksumValue>23575db7cd88e42c0c3fc1630f44bf608fcec76d</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP271">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP418"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_string.c</_3:fileName>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP332"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_lexer.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP327">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile

```

```

rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP328"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_bi_buffer.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP476">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>97bf0ab32255874def0bd3157bf4bb2fc731d37f</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP147">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors
(see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP148"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/guide/process.js</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP388">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>0811e545a133c3a62672e239624a0c1f11478b8d</_3:checksumValue>
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<rdf:Description rdf:nodeID="svBMzJkP214">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>742d035afe3ae16b3498926494419b74c53dfaf4</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP312">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>34b0dc439c1aeb920a1db0ac0ed20ee189069ea1</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP439">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP440"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_debug_heap.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>

```

```

<rdf:Description rdf:nodeID="svBMzJkP209">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright
2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP210"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_util_bufwriter.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
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 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP134"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP264"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP352"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP104"/>
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the Duktape distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>

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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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<_3:fileName>./src-separate/duk_heap.h</_3:fileName>

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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP38">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP228"/>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP290">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>467388c812411a0d2b80760983171c346d35953d</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP372"/>
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 <_3:fileName>./src-separate/duk_regexp_compiler.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP234">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>4d3ab8c2d41261b0cae627db9d536d26f72b5f8e</_3:checksumValue>

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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP460"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./polyfills/object-prototype-definesetter.js</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP56">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>79dac8ea1aa08daa3c8e9b6137b8a01c8d501893</_3:checksumValue>
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 <rdf:Description rdf:nodeID="svBMzJkP142">
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 <_3:checksumValue>8aa63b553757fe1229638e978b540d7116b70274</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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 </rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP46"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./debugger/duk_debug.js</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP342">

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<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP136"/>
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 <_3:fileName>./examples/cpp-exceptions/README.rst</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP486"/>
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</rdf:Description>
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 <_3:checksumValue>5bd828887b0f46810358539868398e64b622d047</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP408"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_numconv.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP269">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

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<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP50">
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<_3:checksumValue>fe251e819feb6f84c1c8169eb6921174be2b1373</_3:checksumValue>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP434"/>

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```

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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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<_3:fileName>./src-noline/duk_config.h</_3:fileName>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP118"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP8">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 </rdf:Description>

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 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP404"/>
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 </rdf:Description>

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP184"/>
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 <_3:fileName>./examples/debug-trans-dvalue/duk_trans_dvalue.c</_3:fileName>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape
authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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 <_3:fileName>./src-separate/duk_heap_stringcache.c</_3:fileName>
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 <_3:checksumValue>df02f8688766b929639cca4881b73cb8f745c97c</_3:checksumValue>
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 </rdf:Description>

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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP232">
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP30"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./Makefile.dukdebug</_3:fileName>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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 <_3:checksum rdf:nodeID="svBMzJkP436"/>
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 <_3:fileName>./src-separate/duk_replacements.c</_3:fileName>

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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 <_3:fileName>./licenses/lua.txt</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP140">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>e023af5c2fb4b1efab74a230c552f1eb1b37fc10</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP127">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile
rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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<_3:checksum rdf:nodeID="svBMzJkP128"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/dummy-date-provider/README.rst</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP438">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>54a05944602f4a24864001a40d770591c6800daf</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP46">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>4e41e7165a8d6e3bd370bc4536b16835a7204cf6</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP308">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>a23d89e3ff8fe247e09338af7b38bdab41da5c3e</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP357">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP358"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_tval.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP336">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>821b268a1d4339ea2b309bdb6f527aa61bdb6b23</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP192">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>194e0bf80a1ddcc4d2d68ea6d2539656f3044f78</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP260">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>063133679b6d072efc1c27f3a510101744ffde0c</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP353">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

```

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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP354"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_api_bytecode.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP186">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>5f3b6cd81be97aa687fe8b47751e68b5561d7c1b</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP68">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>ad583b87e72c08b4b44918dd1d7fce97e4950aa4</_3:checksumValue>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>7e2674dd72227576375a80f6dddb11320f5b987a</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP160">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>83b27494e6b257ab09828b0a4a1cf907686778a5</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP367">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP368"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_bi_boolean.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP42">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>829c4239ff43a1e15aa08bbbab41e7fba9207859</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP125">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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<_3:checksum rdf:nodeID="svBMzJkP126"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/eventloop/server-socket-test.js</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP392">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>a913f60f44a9e19cd5c31e84242db88a0868eba8</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP143">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP144"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/guide/uppercase.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP282">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>786369a33ccbadc3d2efba613a43fdd638971fc</_3:checksumValue>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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<_3:checksum rdf:nodeID="svBMzJkP220"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_api_debug.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP154">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>881f1b114c9fbba139044ddcbbc5398243185d10</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP63">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP64"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./debugger/duk_opcodes.yaml</_3:fileName>

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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP216">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>3fa5d72893eb3e1d42d07c8effc8bb1443f87dd6</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP248">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>105dd2e79d90b96b6b1ae419bff31ed6a0273af6</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP226">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>48eafa3f368fc879bfb79c2b2a30846a0b5d9b42</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP264">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>3f2b3b6b16cc969631b9980bc67aa6cc2c872048</_3:checksumValue>
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 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP313">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile
 rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
 distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP314"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_error_augment.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP363">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
 distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP364"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_bi_thrower.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP122">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>6b98824e13a3d9536542b8da51d012a3d66ceec1</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>

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```

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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP161">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP162"/>
 <rdf:type
rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/hello/README.rst</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP410">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>457df68e290e23da40cac39a7cc35d6d6b4257c6</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP61">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP62"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./debugger/duk_classnames.yaml</_3:fileName>
 <_3:fileType
rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP164">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>a4e2dface71b2316f2c3d149b4a507250b54dd96</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP213">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP214"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_jmpbuf.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP460">

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```

 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>089c395fca3cedceec09fd38d32d0c77dc8658f4</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP328">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>3f640daaa5e9d226a04fe419cb5eb1c07d06d346</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP48"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./debugger/duk_debugerrors.yaml</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP369">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP370"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_error_macros.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP76">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>4239a907720cf3620bd0b03eb43981e7182e305a</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP293">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP294"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hthread_builtins.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP76"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/coffee/mandel.coffee</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP296">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>6988aac432dcc185c2967732e21947ea0696377f</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP300">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP422">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP156"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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<rdf:Description rdf:nodeID="svBMzJkP157">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP158"/>
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 <_3:fileName>./examples/alloc-torture/duk_alloc_torture.h</_3:fileName>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

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</rdf:Description>
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 <_3:checksumValue>93e24d8abbf79fb6a2fcd54679c476866ad6ab2a</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP4">
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 <_3:sourceInfo>Official duktape.org release built from GitHub repo
https://github.com/svaarala/duktape.</_3:sourceInfo>
 <_3:downloadLocation
rdf:datatype="http://www.w3.org/2001/XMLSchema#anyURI">http://duktape.org/duktape-
1.5.2.tar.xz</_3:downloadLocation>
 <_3:licenseDeclared rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:supplier>Organization: duktape.org</_3:supplier>
 <_3:packageVerificationCode rdf:nodeID="svBMzJkP5"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Package"/>
 <_3:description>Duktape is an embeddable Javascript engine, with a focus on portability and compact
footprint</_3:description>
 <_3:licenseComments>Duktape is copyrighted by its authors and licensed under the MIT license. MurmurHash2
is used internally, it is also under the MIT license. Duktape module loader is based on the CommonJS module
loading specification (without sharing any code), CommonJS is under the MIT license.</_3:licenseComments>
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<_3:packageFileName>duktape-1.5.2.tar.xz</_3:packageFileName>
<_3:name>Duktape</_3:name>
<_3:homePage
rdf:datatype="http://www.w3.org/2001/XMLSchema#anyURI">http://duktape.org</_3:homePage>
<_3:versionInfo>1.5.2</_3:versionInfo>
<_3:summary>Duktape EcmaScript interpreter</_3:summary>
<_3:licenseInfoFromFiles rdf:resource="http://spdx.org/licenses/MIT"/>
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<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>af6b0cd61c02efa575b9106682606297d26f013b</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP176">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>bdb9243b436ef5c70967bdd16d0cc9e74971b1c</_3:checksumValue>
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 <_3:checksumValue>cb09ad82ed76b6caf0ac32db698c1ce50e0a508</_3:checksumValue>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>62b2d820f9a27df439cd24ac8766e680d27a95da</_3:checksumValue>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:checksumValue>ea413ed7d47cf27c6f3ffe25956b1370b653c200</_3:checksumValue>
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 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/licenses/MIT"/>
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in the Duktape distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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</rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP464"/>
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</rdf:Description>
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 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP412"/>
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in the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP114"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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 <_3:checksum rdf:nodeID="svBMzJkP196"/>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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</rdf:Description>
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 <_3:checksumValue>d5f1184bc60b9049b0dbf1e51ae6a5fe7e5e3192</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP18">

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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>

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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP492"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP236">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>c763ffca7e15df01f44cf89518eb870380b03ee8</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP99">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP100"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/jxpretty/jxpretty.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP132">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>29b1960bc40607c2cf496465068611b2ffc4de87</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP482">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>55aa8c67f1fa418f8d625a32a9d6268e9d94429c</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP333">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP334"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_debug_vsnprintf.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP22"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./Makefile.coffee</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP211">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP212"/>
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 <_3:fileName>./src-separate/duk_numconv.h</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP413">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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 <_3:fileName>./src-separate/duk_bi_proxy.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP184">
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 <_3:checksumValue>0783cf4f48c9baf2b3820a36ab276b01e2102600</_3:checksumValue>
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<rdf:Description rdf:nodeID="svBMzJkP129">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP130"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/dummy-date-provider/dummy_date_provider.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP139">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>

```

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP140"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/guide/README.rst</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP148">
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 <_3:checksumValue>7edf7600e1a6f09d1e4a0e2f9be418b59fff7c52</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP96"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./examples/codepage-conv/duk_codepage_conv.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP22">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>61043b4a6f3cf86375ea6e34ebf83b550a1935b2</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>13e6591c152934ace923d9e49cc52872c8a515b9</_3:checksumValue>
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<rdf:Description rdf:nodeID="svBMzJkP261">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP262"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hobject_alloc.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP48">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>ca9e1a8f73c5dcbe2e8c45d25ce9865cd93866e6</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

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<rdf:Description rdf:nodeID="svBMzJkP416">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>e17ef51b2a16cee731cf341ce08d04690da095ce</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP267">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP268"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_js_call.c</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP104">
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 <_3:checksumValue>07a167411a356aebf9e987353846a9c711998f20</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP20"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP319">
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rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP320"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hnativefunction.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP472">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>4fa87de84388dc955ce27acbe2c2026babf32bc</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP156">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

```

```

<_3:checksumValue>9a31edd2028d39d24aa9bfdbd2b70ce2a64b8493</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP359">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP360"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_hthread_alloc.c</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP175">
<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP176"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/debug-trans-socket/README.rst</_3:fileName>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP229">
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP230"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./src-separate/duk_util.h</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
<_3:licenseInfoInFile
rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP24"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./Makefile.codepage</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP486">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
<_3:checksumValue>9bcb9de5ed729ecc7093ab48e4f5c04e9704bb30</_3:checksumValue>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>

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```

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP38"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP302">
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 <_3:checksumValue>494667f18c30e4fd36245e6c4e27f93fcf9df87d</_3:checksumValue>
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 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP394"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_heap_memory.c</_3:fileName>
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</rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP296"/>
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 <_3:fileName>./src-separate/duk_hobject_class.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP36">
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 <_3:checksumValue>f88d68880f451267e7e2eca4b6c4191e8c3fe011</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP36"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>

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```

<_3:fileName>./Makefile.jxpretty</_3:fileName>
<_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP222">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>714e6fe76e2aed0bbb54f6c5e3674472813e4382</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP297">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP298"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_bi_protos.h</_3:fileName>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP172"/>
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</rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP468"/>
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 <_3:fileName>./config/genconfig.py</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP350">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>0ec3478b1e5713ffdbe7eb45cd5bb96c1a8a774b</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP442">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>7c438de1ba7ca2ef226340d28ec0071ece1c9e43</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>

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```

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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>4db4ca2d7ce3f076fd195372d53e8bc5714d2597</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP84">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>a8f8cf615ef79337a83eb791477dc9ed2c22822c</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP124">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>d869c0f8797a659124b3ba31c75f494b15bea5e6</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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<rdf:Description rdf:nodeID="svBMzJkP273">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP274"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst
in the Duktape distributable)</_3:copyrightText>
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 <_3:fileName>./src-separate/duk_debugger.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP281">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP282"/>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP380">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

```



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 <_3:checksumValue>5bf6196d028d10a8f2f8e3da67b7d59bb8fd9eff</_3:checksumValue>
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 </rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP302"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_unicode_tables.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP324">
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 <_3:checksumValue>29be453689679c9bab977c0b333a4a224d9f02e6</_3:checksumValue>
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 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP110">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <rdf:Description rdf:nodeID="svBMzJkP83">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>

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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP26">
<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP454"/>
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</rdf:Description>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>

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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP187">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <_3:fileName>./examples/sandbox/sandbox.c</_3:fileName>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright
2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP396"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hbufferobject.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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```

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<rdf:Description rdf:nodeID="svBMzJkP470">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>6d5f56a1b76f9dcc9bb68d62ad0df958bd4d38ec</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP162">
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 <_3:checksumValue>10c24a17c2f5f82d8c1a8fab8673c0c9075c1817</_3:checksumValue>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:licenseInfoInFile
rdf:resource="http://spdx.org/rdf/terms#none">
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP94"/>
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 <_3:fileName>./examples/codepage-conv/test.c</_3:fileName>
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</rdf:Description>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP150">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>ed3bd07dbd103d285277ab38c4b4a7dd4a4b654b</_3:checksumValue>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP379">

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<_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
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distributable)</_3:copyrightText>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP198"/>
<rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
<_3:fileName>./examples/alloc-logging/README.rst</_3:fileName>

```

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 <rdf:Description rdf:nodeID="svBMzJkP348">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>82ae634976f8641d5582058879d42d843713927b</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:licenseInfoInFile
 rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
 distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP14"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./README.rst</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
 </rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP458"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./polyfills/object-assign.js</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP210">

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<_3:fileName>./debugger/duk_debugcommands.yaml</_3:fileName>
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distributable)</_3:copyrightText>
<_3:checksum rdf:nodeID="svBMzJkP92"/>
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distributable)</_3:copyrightText>
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2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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<_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
<_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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</rdf:Description>
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2013-2016 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./AUTHORS.rst</_3:fileName>

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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP260"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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distributable)</_3:copyrightText>
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 <_3:checksum rdf:nodeID="svBMzJkP60"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP10"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <_3:fileName>./src-separate/duk_util_hashbytes.c</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
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distributable)</_3:copyrightText>
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 <_3:checksumValue>ff17cbc9cb84b86f83bb104a247e5c265a9fe5b5</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
 </rdf:Description>

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 <_3:checksumValue>5ab84f0ff2ed8c4b4a2daa5957d2a20447887103</_3:checksumValue>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP5">
 <_3:packageVerificationCodeExcludedFile>./license.spdx</_3:packageVerificationCodeExcludedFile>
<_3:packageVerificationCodeValue>a60d2f27825f0294858de60a5ef8f35433967a27</_3:packageVerificationCode
Value>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP67">
 <_3:licenseConcluded rdf:resource="http://spdx.org/licenses/MIT"/>
 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP68"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./debugger/static/style.css</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_other"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP329">
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
distributable)</_3:copyrightText>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_hcompiledfunction.h</_3:fileName>
 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
</rdf:Description>
<rdf:Description rdf:nodeID="svBMzJkP241">
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distributable)</_3:copyrightText>
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 <_3:fileName>./src-separate/duk_util_misc.c</_3:fileName>
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<rdf:Description rdf:nodeID="svBMzJkP450">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <rdf:type rdf:resource="http://spdx.org/rdf/terms#Checksum"/>
</rdf:Description>
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 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>

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 <_3:checksumValue>6fdfe8f7b5fc3226d83f0246079f76b33d4bcb9b</_3:checksumValue>
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distributable)</_3:copyrightText>
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</rdf:Description>
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 <_3:checksumValue>1c40a52fd54baf7ac334fce4829892d5d951401a</_3:checksumValue>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP252"/>
 <rdf:type rdf:resource="http://spdx.org/rdf/terms#File"/>
 <_3:fileName>./src-separate/duk_lexer.c</_3:fileName>

```

```

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 </rdf:Description>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP430"/>
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 <_3:fileType rdf:resource="http://spdx.org/rdf/terms#fileType_source"/>
 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP224">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
 <_3:checksum rdf:nodeID="svBMzJkP178"/>
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 <rdf:Description rdf:nodeID="svBMzJkP492">
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distributable)</_3:copyrightText>
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 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP64">
 <_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
 <_3:checksumValue>3da07a99a4ed68844140352133867b2857fab685</_3:checksumValue>
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 </rdf:Description>
 <rdf:Description rdf:nodeID="svBMzJkP475">

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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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<_3:algorithm rdf:resource="http://spdx.org/rdf/terms#checksumAlgorithm_sha1"/>
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<_3:checksumValue>f9072f5c361c86887b57ce662b3cd7211b4ce346</_3:checksumValue>

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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape

```

```

distributable)</_3:copyrightText>
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 Duktape authors (see AUTHORS.rst in the Duktape distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
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 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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distributable)</_3:copyrightText>
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in the Duktape distributable)</_3:copyrightText>
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 <_3:licenseInfoInFile rdf:resource="http://spdx.org/rdf/terms#none"/>
 <_3:copyrightText>Copyright 2013-2016 Duktape authors (see AUTHORS.rst in the Duktape
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CommonJS specification snapshots are included in the references/  
directory. CommonJS is under the MIT license: <http://www.commonjs.org/>.

# 1.167 metrics 4.2.17

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```
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* /opt/cola/permits/1656638364_1682593601.2844107/0/jsr305-3-0-2-sources-9-jar/javax/annotation/concurrent/NotThreadSafe.java
* /opt/cola/permits/1656638364_1682593601.2844107/0/jsr305-3-0-2-sources-9-jar/javax/annotation/concurrent/Immutable.java
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```
DROP TABLE access_event_exception;
```

```
DROP SEQUENCE access_event_id_seq;
```

```
DROP TABLE access_event;
```

```
CREATE SEQUENCE access_event_id_seq MINVALUE 1 START 1;
```

```
CREATE TABLE access_event
```

```
(
```

```
 timestmp BIGINT NOT NULL,
```

```
 requestURI VARCHAR(254),
```

```
 requestURL VARCHAR(254),
```

```
 remoteHost VARCHAR(254),
```

```
 remoteUser VARCHAR(254),
```

```
 remoteAddr VARCHAR(254),
```

```
 protocol VARCHAR(254),
```

```
 method VARCHAR(254),
```

```
 serverName VARCHAR(254),
```

```
 postContent VARCHAR(254),
```

```
 event_id BIGINT DEFAULT
```

```
 nextval('access_event_id_seq') PRIMARY KEY
```

```
);
```

```
CREATE TABLE access_event_header
```

```
(
```

```
 event_id BIGINT NOT NULL,
```

```
 header_key VARCHAR(254) NOT NULL,
```

```
 header_value VARCHAR(1024),
```

```
 PRIMARY KEY(event_id, header_key),
```

```
 FOREIGN KEY (event_id) REFERENCES access_event(event_id)
```

```
);
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/db/script/postgresql.sql
```

No license file was found, but licenses were detected in source scan.

```
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```

```
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```

```
#
```

```
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```

```
conditions.
```

```
This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender.
```

```
#
```

```
It is intended for MySQL databases. It has been tested on MySQL 5.5.31 with
```

```
INNODB tables.
```

```
BEGIN;
```

```
DROP TABLE IF EXISTS access_event_header;
```

```
DROP TABLE IF EXISTS access_event;
```

```
COMMIT;
```

```
BEGIN;
```

```
CREATE TABLE access_event
```

```
(
```

```
 timestmp BIGINT NOT NULL,
```

```
 requestURI VARCHAR(254),
```

```
 requestURL VARCHAR(254),
```

```
 remoteHost VARCHAR(254),
```

```
 remoteUser VARCHAR(254),
```

```
 remoteAddr VARCHAR(254),
```

```
 protocol VARCHAR(254),
```

```
 method VARCHAR(254),
```

```
 serverName VARCHAR(254),
```

```
 postContent VARCHAR(254),
```

```
 event_id BIGINT NOT NULL
```

```
 AUTO_INCREMENT PRIMARY KEY
```

```
);
```

```
COMMIT;
```

```
BEGIN;
```

```
CREATE TABLE access_event_header
```

```
(
```

```
 event_id BIGINT NOT NULL,
```

```
 header_key VARCHAR(254) NOT NULL,
```

```
 header_value VARCHAR(1024),
```

```
 PRIMARY KEY(event_id, header_key),
```

```
 FOREIGN KEY (event_id) REFERENCES access_event(event_id)
```

```
);
```



COMMIT;

Found in path(s):

\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/db/script/mysql.sql

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--

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-- conditions.

-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender

--

-- It is intended for Oracle databases.

CREATE SEQUENCE access\_event\_id\_seq MINVALUE 1 START WITH 1;

CREATE TABLE access\_event

```
(
 timestmp NUMBER(20) NOT NULL,
 requestURI VARCHAR(254),
 requestURL VARCHAR(254),
 remoteHost VARCHAR(254),
 remoteUser VARCHAR(254),
 remoteAddr VARCHAR(254),
 protocol VARCHAR(254),
 method VARCHAR(254),
 serverName VARCHAR(254),
 postContent VARCHAR(254),
 event_id NUMBER(20) PRIMARY KEY
);
```

-- the / suffix may or may not be needed depending on your SQL Client

--

Some SQL Clients, e.g. Squirrel SQL has trouble with the following

-- trigger creation command, while SQLPlus (the basic SQL Client which

-- ships with Oracle) has no trouble at all.

CREATE TRIGGER access\_event\_id\_seq\_trig

BEFORE INSERT ON access\_event

FOR EACH ROW

BEGIN

SELECT access\_event\_id\_seq.NEXTVAL

INTO :NEW.event\_id

```
FROM DUAL;
END access_event_id_seq_trig;
/
```

```
CREATE TABLE access_event_header
(
 event_id NUMBER(20) NOT NULL,
 header_key VARCHAR2(254) NOT NULL,
 header_value VARCHAR2(1024),
 PRIMARY KEY(event_id, header_key),
 FOREIGN KEY (event_id) REFERENCES access_event(event_id)
);
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/db/script/oracle.sql
```

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```
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```

```
#
```

```
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```

```
conditions.
```

```
This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
```

```
#
```

```
It is intended for IBM DB2 databases.
```

```
#
```

```
WARNING WARNING WARNING WARNING
```

```
=====
```

```
This SQL script has not been tested on an actual DB2
```

```
instance. It may contain errors or even invalid SQL
```

```
statements.
```

```
DROP TABLE access_event_header;
```

```
DROP TABLE access_event;
```

```
CREATE TABLE access_event
```

```
(
```

```
 timestmp BIGINT NOT NULL,
```

```
 requestURI VARCHAR(254),
```

```
 requestURL VARCHAR(254),
```

```
 remoteHost VARCHAR(254),
```

```
 remoteUser VARCHAR(254),
```

```
 remoteAddr VARCHAR(254),
```

```
 protocol VARCHAR(254),
```

```
 method VARCHAR(254),
```

```
 serverName
```

```
 VARCHAR(254),
 postContent VARCHAR(254),
 event_id INTEGER GENERATED ALWAYS AS IDENTITY (START WITH 1)
);
```

```
CREATE TABLE access_event_header
(
 event_id INTEGER NOT NULL,
 header_key VARCHAR(254) NOT NULL,
 header_value VARCHAR(1024),
 PRIMARY KEY(event_id, header_key),
 FOREIGN KEY (event_id) REFERENCES access_event(event_id)
);
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/db/script/db2.sql
```

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```
/**
```

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*
* or (per the licensee's choosing)
*
* under the terms of the GNU Lesser General Public License version 2.1
* as published by the Free Software Foundation.
*/
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/ElapsedSecondsConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/SessionIDConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/QueryStringConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/ThreadNameConverter.java
```

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```
/**
```

```
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*
```

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\*  
\* or (per the licensee's choosing)  
\*  
\* under the terms of the GNU Lesser General Public License version 2.1  
\* as published by the Free Software Foundation.  
\*/

Found in path(s):

\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/boolex/JaninoEventEvaluator.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/net/SocketNode.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/FullResponseConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/jetty/RequestLogRegistry.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/html/UrlCssBuilder.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/spi/AccessContext.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/net/server/ServerSocketAppender.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/LocalIPAddressConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/net/SMTPAppender.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/filter/PeriodicStats.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/servlet/Util.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/AccessConstants.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/sift/SiftingJoranConfigurator.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/FullRequestConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/html/DefaultCssBuilder.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/AccessConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/LineSeparatorConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-

jar/ch/qos/logback/access/pattern/EnsureLineSeparation.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RemoteHostConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RequestContentConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/servlet/TeeServletOutputStream.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/html/HTMLLayout.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/filter/StatsByDay.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/joran/action/EvaluatorAction.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/filter/StatsByWeek.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/ResponseHeaderConverter.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/PatternLayoutEncoder.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RemoteUserConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/servlet/TeeHttpServletResponse.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/jetty/JettyServerAdapter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RemoteIPAddressConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/NAConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/spi/IAccessEvent.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/sift/AccessEventDiscriminator.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/tomcat/LogbackValve.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/filter/CountingFilter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RequestCookieConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/LocalPortConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/pattern/RequestHeaderConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-  
jar/ch/qos/logback/access/servlet/TeeFilter.java

\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/RequestURLConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/filter/StatisticalView.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/StatusCodeConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/RequestMethodConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/DateConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/servlet/TeeServletInputStream.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/sift/SiftAction.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/jetty/JettyModernServerAdapter.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/servlet/TeeHttpServletRequest.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/ResponseContentConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/filter/StatsByMonth.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/jetty/RequestLogImpl.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/RequestAttributeConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/pattern/RequestProtocolConverter.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/net/AccessEventPreSerializationTransformer.java  
\*  
/opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/net/SSLSocketAppender.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/filter/StatsByHour.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/joran/JoranConfigurator.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/ViewStatusMessagesServlet.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/filter/StatsByMinute.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/spi/AccessEvent.java  
\* /opt/cola/permits/1696247542\_1685058174.793666/0/logback-access-1-2-12-sources-jar/ch/qos/logback/access/tomcat/TomcatServerAdapter.java  
\*

```
/opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/joran/action/ConfigurationAction.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/RequestURICConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/ElapsedTimeConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/ContentLengthConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/sift/AppenderFactoryUsingJoran.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/net/URLEvaluator.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/net/server/SSLServerSocketAppender.java
*
/opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/net/SocketAppender.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/spi/ServerAdapter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/sift/SiftingAppender.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/filter/StatisticalViewImpl.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/ServerNameConverter.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/spi/Util.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/pattern/RequestParameterConverter.java
*
/opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/net/SimpleSocketServer.java
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/PatternLayout.java
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```

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-- This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender

--

```
DROP TABLE access_event_header
```

```
DROP TABLE access_event
```

```
CREATE TABLE access_event
(
 timestmp BIGINT NOT NULL,
 requestURI VARCHAR(254),
 requestURL VARCHAR(254),
 remoteHost VARCHAR(254),
 remoteUser VARCHAR(254),
 remoteAddr VARCHAR(254),
 protocol VARCHAR(254),
 method VARCHAR(254),
 serverName VARCHAR(254),
 postContent VARCHAR(254),
 event_id INT NOT NULL identity,
 PRIMARY KEY(event_id)
)
```

```
CREATE TABLE access_event_header
(
 event_id INT NOT NULL,
 header_key VARCHAR(254) NOT NULL,
 header_value VARCHAR(1024),
 PRIMARY KEY(event_id, header_key),
 FOREIGN KEY (event_id) REFERENCES access_event(event_id)
)
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/db/script/msSQLServer.sql
```

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```
Logback: the reliable, generic, fast and flexible logging framework.
```

```
Copyright (C) 1999-2010, QOS.ch. All rights reserved.
```

```
#
```

```
See http://logback.qos.ch/license.html for the applicable licensing
```

```
conditions.
```

```
This SQL script creates the required tables by ch.qos.logback.access.db.DBAppender
```

```
#
```

```
It is intended for HSQL databases.
```

```
DROP TABLE access_event_header IF EXISTS;
```

```
DROP TABLE access_event IF EXISTS;
```

```
CREATE TABLE access_event (
```

```
 timestmp BIGINT NOT NULL,
```

```
 requestURI VARCHAR(254),
```



```
requestURL VARCHAR(254),
remoteHost VARCHAR(254),
remoteUser VARCHAR(254),
remoteAddr VARCHAR(254),
protocol VARCHAR(254),
method VARCHAR(254),
serverName VARCHAR(254),
postContent VARCHAR(254),
event_id BIGINT NOT NULL IDENTITY);
```

```
CREATE TABLE access_event_header (
event_id BIGINT NOT NULL,
header_key VARCHAR(254) NOT NULL,
header_value LONGVARCHAR,
PRIMARY KEY(event_id, header_key),
FOREIGN KEY
(event_id) REFERENCES access_event(event_id));
```

Found in path(s):

```
* /opt/cola/permits/1696247542_1685058174.793666/0/logback-access-1-2-12-sources-
jar/ch/qos/logback/access/db/script/hsqldb.sql
```

## 1.174 j2objc-annotations 2.8

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```

Found in path(s):

```
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/OnDealloc.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/J2ObjCIncompatible.java
```

```
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/LoopTranslation.java
*
/opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/RetainedLocalRef.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/ReflectionSupport.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/Property.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/WeakOuter.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/RetainedWith.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/ObjectiveCName.java
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Found in path(s):

```
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/Weak.java
* /opt/cola/permits/1704412778_1685746927.655543/0/j2objc-annotations-2-8-sources-
jar/com/google/j2objc/annotations/AutoreleasePool.java
```

## 1.175 jackson-datatype-jdk8 2.15.2

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

It is currently developed by a community of developers.

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## 1.176 jackson-dataformat-yaml 2.15.2

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## 1.179 jackson-xc 2.15.2

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## 1.213 drop-wizard-metrics 2.1.7

### 1.213.1 Available under license :

Apache-2.0

## 1.214 dropwizard-lifecycle 2.1.7

### 1.214.1 Available under license :

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## 1.215 metrics-jvm 4.2.19

### 1.215.1 Available under license :

Apache-2.0

## 1.216 dropwizard-configuration 2.1.7

### 1.216.1 Available under license :

Apache-2.0

# 1.217 metrics-jetty 4.2.19

## 1.217.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0  
Automatic-Module-Name: com.codahale.metrics.jetty9  
Build-Jdk-Spec: 11  
Bundle-Description: A set of extensions for Jetty 9.3 and higher which provide instrumentation of thread pools, connector metrics, and application latency and utilization.  
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>  
Bundle-ManifestVersion: 2  
Bundle-Name: Metrics Integration for Jetty 9.3 and higher  
Bundle-SymbolicName: io.dropwizard.metrics.jetty9  
Bundle-Version: 4.2.19  
Created-By: Apache Maven Bundle Plugin 5.1.9  
Export-Package: com.codahale.metrics.jetty9;uses:="com.codahale.metrics,com.codahale.metrics.annotation,javax.servlet,javax.servlet.http,org.eclipse.jetty.io,org.eclipse.jetty.server,org.eclipse.jetty.server.handler,org.eclipse.jetty.util.annotation,org.eclipse.jetty.util.component,org.eclipse.jetty.util.thread";version="4.2.19"  
Implementation-Title: Metrics Integration for Jetty 9.3 and higher  
Implementation-Version: 4.2.19  
Import-Package: javax.servlet;version="[2.5.0,4.0.0)",javax.servlet.http;version="[2.5.0,4.0.0)",com.codahale.metrics;version="[4.2,5)",com.codahale.metrics.annotation;version="[4.2,5)",org.eclipse.jetty.http;version="[9.4,10)",org.eclipse.jetty.io;version="[9.4,10)",org.eclipse.jetty.server;version="[9.4,10)",org.eclipse.jetty.server.handler;version="[9.4,10)",org.eclipse.jetty.util.annotation;version="[9.4,10)",org.eclipse.jetty.util.component;version="[9.4,10)",org.eclipse.jetty.util.thread;version="[9.4,10)"  
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"  
Tool: Bnd-6.3.1.202206071316

Found in path(s):

\* /opt/cola/permits/1750760659\_1690280984.1164134/0/metrics-jetty9-4-2-19-jar/META-INF/MANIFEST.MF

# 1.218 metrics-logback 4.2.19

## 1.218.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0  
Automatic-Module-Name: com.codahale.metrics.logback

Build-Jdk-Spec: 11  
Bundle-Description: An instrumented appender for Logback.  
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>  
Bundle-ManifestVersion: 2  
Bundle-Name: Metrics Integration for Logback  
Bundle-SymbolicName: io.dropwizard.metrics.logback  
Bundle-Version: 4.2.19  
Created-By: Apache Maven Bundle Plugin 5.1.9  
Export-Package: com.codahale.metrics.logback;uses:="ch.qos.logback.classic.spi,ch.qos.logback.core,com.codahale.metrics";version="4.2.19"  
Implementation-Title: Metrics Integration for Logback  
Implementation-Version: 4.2.19  
Import-Package: ch.qos.logback.classic;version="[1.2,2)",ch.qos.logback.classic.spi;version="[1.2,2)",ch.qos.logback.core;version="[1.2,2)",com.codahale.metrics;version="[4.2,5)"  
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"  
Tool: Bnd-6.3.1.202206071316

Found in path(s):

\*

/opt/cola/permits/1750760511\_1690280987.966312/0/metrics-logback-4-2-19-jar/META-INF/MANIFEST.MF

## 1.219 metrics-jersey2 4.2.19

### 1.219.1 Available under license :

No license file was found, but licenses were detected in source scan.

Manifest-Version: 1.0  
Automatic-Module-Name: com.codahale.metrics.jersey2  
Build-Jdk-Spec: 11  
Bundle-Description: A set of class providing Metrics integration for Jersey, the reference JAX-RS implementation.  
Bundle-License: <https://www.apache.org/licenses/LICENSE-2.0.html>  
Bundle-ManifestVersion: 2  
Bundle-Name: Metrics Integration for Jersey 2.x  
Bundle-SymbolicName: io.dropwizard.metrics.jersey2  
Bundle-Version: 4.2.19  
Created-By: Apache Maven Bundle Plugin 5.1.9  
Export-Package: com.codahale.metrics.jersey2;uses:="com.codahale.metrics,javax.ws.rs.core,javax.ws.rs.ext,org.glassfish.jersey.server.model,org.glassfish.jersey.server.monitoring";version="4.2.19"  
Implementation-Title: Metrics Integration for Jersey 2.x  
Implementation-Version: 4.2.19  
Import-Package: com.codahale.metrics;version="[4.2,5)",com.codahale.metrics.annotation;version="[4.2,5)",javax.ws.rs.core;version="[2.1,3)",javax.ws.rs.ext;version="[2.1,3)",org.glassfish.jersey.server;versio



n="[2.39,3)",org.glassfish.jersey.server.model;version="[2.39,3)",org.glassfish.jersey.server.monitoring;version="[2.39,3)"  
Require-Capability: osgi.ee;filter="(&(osgi.ee=JavaSE)(version=1.8))"  
Tool: Bnd-6.3.1.202206071316

Found in path(s):

\* /opt/cola/permits/1750760630\_1690280989.7830713/0/metrics-jersey2-4-2-19-jar/META-INF/MANIFEST.MF

# 1.220 jmespath-java 1.12.525

## 1.220.1 Available under license :

No license file was found, but licenses were detected in source scan.

<name>Apache License, Version 2.0</name>

Found in path(s):

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/META-INF/maven/com.amazonaws/jmespath-java/pom.xml

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Found in path(s):

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathMultiSelectList.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathIdentity.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathVisitor.java

\*

/opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathEvaluationVisitor.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/CamelCaseUtils.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathLiteral.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpGreaterThanOrEqualTo.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpNotEquals.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathFlatten.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathNotExpression.java

\*

/opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpLessThanOrEqualTo.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/Comparator.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathFilter.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathField.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/NumericComparator.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/InvalidTypeException.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathProjection.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpEquals.java

\*

/opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathFunction.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathLengthFunction.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathSubExpression.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpGreaterThan.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathExpression.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathValueProjection.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/OpLessThan.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/JmesPathAndExpression.java

\*

/opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-jar/com/amazonaws/jmespath/ObjectMapperSingleton.java

\* /opt/cola/permits/1768288719\_1692298357.541248/0/jmespath-java-1-12-525-sources-

# 1.221 oshi-core 6.4.4

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\* Microsoft Windows, commonly referred to as Windows, is a group of several proprietary graphical operating system

\* families, all of which are developed and marketed by Microsoft.

\*/

Found in path(s):

\* /opt/cola/permits/1768288735\_1692298353.2111318/0/oshi-core-6-4-4-sources-jar/oshi/software/os/windows/WindowsOperatingSystem.java

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/\*\*

\* AIX (Advanced Interactive eXecutive) is a series of proprietary Unix operating systems developed and sold by IBM for

\* several of its computer platforms.

\*/

Found in path(s):

\* /opt/cola/permits/1768288735\_1692298353.2111318/0/oshi-core-6-4-4-sources-jar/oshi/software/os/unix/aix/AixOperatingSystem.java

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/\*\*

\* Parse memory buffer returned from sysctl kern.cptime or kern.cptime2 to an array of 5 or 6 longs depending on version.

\* <p>

\* Versions 6.4 and later have a 6-element array while earlier versions have only 5 elements. Additionally

\* kern.cptime uses a native-sized long (32- or 64-bit) value while kern.cptime2 is always a 64-bit value.

\*

\* @param m A buffer containing the array.

\* @param force64bit True if the buffer is filled with 64-bit longs, false if native long sized values

\* @return The array

\*/

Found in path(s):

\* /opt/cola/permits/1768288735\_1692298353.2111318/0/oshi-core-6-4-4-sources-jar/oshi/hardware/platform/unix/openbsd/OpenBsdCentralProcessor.java

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/\*\*

\* macOS, previously Mac OS X and later OS X) is a series of proprietary graphical operating systems developed and marketed by Apple Inc. since 2001. It is the primary operating system for Apple's Mac computers.  
\*/

Found in path(s):

\* /opt/cola/permits/1768288735\_1692298353.2111318/0/oshi-core-6-4-4-sources-jar/oshi/software/os/mac/MacOperatingSystem.java

## 1.222 awsjavasdk 1.12.525

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\*/

Found in path(s):

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/waiters/DescribeCustomerGatewaysFunction.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/ImportInstanceVolumeDetailItemStaxUnmarshaller.java

\*

\*/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/ModifyTransitGatewayPrefixListReferenceRequest.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DescribeNetworkInterfacePermissionsRequestMarshaller.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/SupportedAdditionalProcessorFeature.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/GetAssociatedEnclaveCertificateIamRolesRequestMarshaller.java

\*

\*/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DeleteFleetsRequestMarshaller.java

\*

\*/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DeleteFleetsRequestMarshaller.java

\*

\*/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DeleteFleetsRequestMarshaller.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/InferenceAcceleratorInfoStaxUnmarshaller.java  
\*  
/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/InstanceAttributeStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/DescribeFpgaImageAttributeRequest.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/CoipPoolStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DescribeInternetGatewaysRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/DeleteTrafficMirrorTargetResult.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/SpotMarketOptions.java  
\*  
/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/GetSpotPlacementScoresRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/ModifySubnetAttributeResultStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DisableFastSnapshotRestoreStateErrorStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/LocalGatewayRouteTableVpcAssociation.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/ReservationValue.java  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/DescribeReservedInstancesListingsResult.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DescribeSubnetsResultStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/CreateTransitGatewayMulticastDomainResult.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/ExportClientVpnClientCertificateRevocationListRequestMarshaller.java  
\*  
/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/ModifySecurityGroupRulesRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DeleteLocalGatewayRouteTableRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/VolumeModification.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/AssociateVpcCidrBlockRequest.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/TagDescription.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/DescribePublicIpv4PoolsRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/GetTransitGatewayAttachmentPropagationsRequestMarshaller.java  
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/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/IpamPoolCidrStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/SubnetCidrReservation.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/DnsOptions.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-

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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
jar/com/amazonaws/services/ec2/model/LaunchTemplateInstanceMarketOptionsRequest.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
jar/com/amazonaws/services/ec2/model/InferenceAcceleratorInfo.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
jar/com/amazonaws/services/ec2/model/transform/DisassociateTrunkInterfaceRequestMarshaller.java  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
jar/com/amazonaws/services/ec2/model/transform/RegisterTransitGatewayMulticastGroupMembersRequestMarshal  
ler.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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jar/com/amazonaws/services/ec2/model/transform/DeleteTransitGatewayMulticastDomainResultStaxUnmarshaller.j  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
jar/com/amazonaws/services/ec2/model/SlotStartTimeRangeRequest.java  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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jar/com/amazonaws/services/ec2/model/DescribeSpotPriceHistoryRequest.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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jar/com/amazonaws/services/ec2/model/IKEVersionsRequestListValue.java  
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/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/Phase2DHGroupNumbersRequestListValue.java  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/AllocateIpamPoolCidrResultStaxUnmarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/CreateSubnetCidrReservationResultStaxUnmarshaller.java  
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/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/FleetLaunchTemplateSpecification.java  
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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/GetConsoleScreenshotRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/MoveAddressToVpcResultStaxUnmarshaller.java  
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/opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/InstanceRequirements.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/CreateCapacityReservationRequestMarshaller.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/InstanceAttribute.java  
\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/GetTransitGatewayRouteTablePropagationsRequestMarshaller.java  
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 * CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing
permissions
 * and limitations under the License.
 */
/**
 * <p>
 * Describes the ID format settings for your resources on a per-Region basis, for example, to view which resource
 * types are enabled for longer IDs. This request only returns information about resource types whose ID formats
can
 * be modified; it does not return information about other resource types.
 * </p>

 * <p>
 * The following resource types support longer IDs: <code>bundle</code> | <code>conversion-task</code> |
 * <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |
 * <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |
<code>image</code> |
 * <code>import-task</code> | <code>instance</code> | <code>internet-gateway</code> | <code>network-
acl</code> |
 * <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
 * | <code>prefix-list</code> | <code>reservation</code> | <code>route-table</code> |
 * <code>route-table-association</code> | <code>security-group</code> | <code>snapshot</code> |
<code>subnet</code>
 * | <code>subnet-cidr-block-association</code> | <code>volume</code> | <code>vpc</code> |
 * <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-
connection</code> |

 * <code>vpn-connection</code> | <code>vpn-gateway</code>.
 * </p>
 * <p>
 * These settings apply to the IAM user who makes the request; they do not apply to the entire Amazon Web
Services
 * account. By default, an IAM user defaults to the same settings as the root user, unless they explicitly override
 * the settings by running the <a>ModifyIdFormat command. Resources created with longer IDs are visible to
all
 * IAM users, regardless of these settings and provided that they have permission to use the relevant
```

```

* <code>Describe</code> command for the resource type.
* </p>
*
* @param describeIdFormatRequest
* @return Result of the DescribeIdFormat operation returned by the service.
* @sample AmazonEC2.DescribeIdFormat
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat"
target="_top">AWS API
* Documentation
*/
/**
* <p>
* Disassociates an IAM role from an Certificate
Manager (ACM) certificate. Disassociating an IAM role from an ACM
* certificate removes the Amazon S3 object that contains the certificate, certificate chain, and encrypted private
* key from the Amazon S3 bucket. It also revokes the IAM role's permission to use the KMS key used to encrypt
the
* private key. This effectively revokes the role's permission to use the certificate.
* </p>
*
* @param disassociateEnclaveCertificateIamRoleRequest
* @return Result of the DisassociateEnclaveCertificateIamRole operation returned by the service.
* @sample AmazonEC2.DisassociateEnclaveCertificateIamRole
* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-
15/DisassociateEnclaveCertificateIamRole"
* target="_top">AWS API Documentation
*/
/**
* <p>
* Modifies the ID format for the specified resource on a per-Region basis. You can specify that resources should
* receive longer IDs (17-character IDs) when
they are created.
* </p>
* <p>
* This request can only be used to modify longer ID settings for resource types that are within the opt-in period.
* Resources currently in their opt-in period include: <code>bundle</code> | <code>conversion-task</code> |
* <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |
* <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |
<code>image</code> |
* <code>import-task</code> | <code>internet-gateway</code> | <code>network-acl</code> |
* <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
* | <code>prefix-list</code> | <code>route-table</code> | <code>route-table-association</code> |
* <code>security-group</code> | <code>subnet</code> | <code>subnet-cidr-block-association</code> |
<code>vpc</code>
* | <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code>
| <code>vpc-peering-connection</code> |
* <code>vpn-connection</code> | <code>vpn-gateway</code>.

```

\* </p>

\* <p>

\* This setting applies to the IAM user who makes the request; it does not apply to the entire Amazon Web Services account. By default, an IAM user defaults to the same settings as the root user. If you're using this action as the root user, then these settings apply to the entire account, unless an IAM user explicitly overrides these settings for themselves. For more information, see <a href="https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/resource-ids.html">Resource IDs</a> in the <i>Amazon Elastic Compute Cloud User Guide</i>.

\* </p>

\* <p>

\* Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and provided that they have permission to use the relevant <code>Describe</code> command for the resource type.

\* </p>

\*

\* @param

modifyIdFormatRequest

\* @return Result of the ModifyIdFormat operation returned by the service.

\* @sample AmazonEC2.ModifyIdFormat

\* @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/ModifyIdFormat" target="\_top">AWS API Documentation</a>

\*/

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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/AmazonEC2Client.java

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/AmazonEC2Client.java

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jar/com/amazonaws/services/ec2/model/DryRunResult.java
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*
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jar/com/amazonaws/auth/policy/actions/EC2Actions.java
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* /opt/cola/permits/1768288727_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-
jar/com/amazonaws/services/ec2/model/transform/GeneratePreSignUrlRequestHandler.java
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```
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```

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*
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*
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```
*/
```

```
/**
```

```
* <p>
```

```
* One or more filters.
```

```
* </p>
```

```
*
```

```
*
```

```
* <p>
```

```
* <code>create-time</code> - The time the launch template version was created.
```

```
* </p>
```

```
*
```

```
*
```

```
* <p>
```

```
* <code>ebs-optimized</code> - A boolean that indicates whether the instance is optimized for Amazon EBS I/O.
```

```
* </p>
```

- \* </li>
- \* <li>
- \* <p>
- \* <code>http-endpoint</code> - Indicates whether the HTTP metadata endpoint on your instances is enabled (
  - \* <code>enabled</code> | <code>disabled</code>).
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>http-protocol-ipv4</code> - Indicates whether the IPv4 endpoint for the instance metadata service is
  - \* enabled (<code>enabled</code> | <code>disabled</code>).
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>host-resource-group-arn</code> - The ARN of the host resource group in which to launch the instances.
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>http-tokens</code> - The state of token usage for your instance metadata requests
  - (<code>optional</code> |
  - \* <code>required</code>).
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>iam-instance-profile</code> - The ARN of the IAM instance profile.
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>image-id</code> - The
  - ID of the AMI.
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>instance-type</code> - The instance type.
- \* </p>
- \* </li>
- \* <li>
- \* <p>
- \* <code>is-default-version</code> - A boolean that indicates whether the launch template version is the default
  - \* version.
- \* </p>
- \* </li>
- \* <li>

```

* <p>
* <code>kernel-id</code> - The kernel ID.
* </p>
*
*
* <p>
* <code>license-configuration-arn</code> - The ARN of the license configuration.
* </p>
*
*
* <p>
* <code>network-card-index</code> - The index of the network card.
* </p>
*
*
* <p>
* <code>ram-disk-id</code> - The RAM disk ID.
* </p>
*
*
*/

```

Found in path(s):

```

* /opt/cola/permits/1768288727_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-
jar/com/amazonaws/services/ec2/model/DescribeLaunchTemplateVersionsRequest.java

```

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```

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Found in path(s):

```

* /opt/cola/permits/1768288727_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-
jar/com/amazonaws/services/ec2/util/SecurityGroupUtils.java

```

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\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-jar/com/amazonaws/services/ec2/model/transform/TimestampFormatRequestHandler.java  
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/\*\*  
\* <p>  
\* Describes the ID format settings for your resources on a per-Region basis, for example, to view which resource  
\* types are enabled for longer IDs. This request only returns information about resource types whose ID formats  
can  
\* be modified; it does not return information about other resource types.  
\* </p>

\* <p>  
\* The following resource types support longer IDs: <code>bundle</code> | <code>conversion-task</code> |  
\* <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |  
\* <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |  
<code>image</code> |  
\* <code>import-task</code> | <code>instance</code> | <code>internet-gateway</code> | <code>network-

```

acl</code> |
 * <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
 * | <code>prefix-list</code> | <code>reservation</code> | <code>route-table</code> |
 * <code>route-table-association</code> | <code>security-group</code> | <code>snapshot</code> |
<code>subnet</code>
 * | <code>subnet-cidr-block-association</code> | <code>volume</code> | <code>vpc</code> |
 * <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-
connection</code> |

* <code>vpn-connection</code> | <code>vpn-gateway</code>.
* </p>
* <p>
 * These settings apply to the IAM user who makes the request; they do not apply to the entire Amazon Web
Services
 * account. By default, an IAM user defaults to the same settings as the root user, unless they explicitly override
 * the settings by running the <a>ModifyIdFormat command. Resources created with longer IDs are visible to
all
 * IAM users, regardless of these settings and provided that they have permission to use the relevant
 * <code>Describe</code> command for the resource type.
 * </p>
 *
 * @param describeIdFormatRequest
 * @return A Java Future containing the result of the DescribeIdFormat operation returned by the service.
 * @sample AmazonEC2Async.DescribeIdFormat
 * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/DescribeIdFormat"
target="_top">AWS API
 * Documentation
 */
/**
 * <p>
 * Disassociates
an IAM role from an Certificate Manager (ACM) certificate. Disassociating an IAM role from an ACM
 * certificate removes the Amazon S3 object that contains the certificate, certificate chain, and encrypted private
 * key from the Amazon S3 bucket. It also revokes the IAM role's permission to use the KMS key used to encrypt
the
 * private key. This effectively revokes the role's permission to use the certificate.
 * </p>
 *
 * @param disassociateEnclaveCertificateIamRoleRequest
 * @return A Java Future containing the result of the DisassociateEnclaveCertificateIamRole operation returned
by
 * the service.
 * @sample AmazonEC2Async.DisassociateEnclaveCertificateIamRole
 * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-
15/DisassociateEnclaveCertificateIamRole"
 * target="_top">AWS API Documentation
 */

```

```

/**
 * <p>
 * Modifies the ID format for the specified resource on a per-Region basis. You
can specify that resources should
 * receive longer IDs (17-character IDs) when they are created.
 * </p>
 * <p>
 * This request can only be used to modify longer ID settings for resource types that are within the opt-in period.
 * Resources currently in their opt-in period include: <code>bundle</code> | <code>conversion-task</code> |
 * <code>customer-gateway</code> | <code>dhcp-options</code> | <code>elastic-ip-allocation</code> |
 * <code>elastic-ip-association</code> | <code>export-task</code> | <code>flow-log</code> |
<code>image</code> |
 * <code>import-task</code> | <code>internet-gateway</code> | <code>network-acl</code> |
 * <code>network-acl-association</code> | <code>network-interface</code> | <code>network-interface-
attachment</code>
 * | <code>prefix-list</code> | <code>route-table</code> | <code>route-table-association</code> |
 * <code>security-group</code> | <code>subnet</code> | <code>subnet-cidr-block-association</code> |
<code>vpc</code>
 * | <code>vpc-cidr-block-association</code> | <code>vpc-endpoint</code> | <code>vpc-peering-
connection</code> |
 * <code>vpn-connection</code> | <code>vpn-gateway</code>.
 * </p>
 * <p>
 * This setting applies to the IAM user who makes the request; it does not apply to the entire Amazon Web
Services
 * account. By default, an IAM user defaults to the same settings as the root user. If you're using this action as
 * the root user, then these settings apply to the entire account, unless an IAM user explicitly overrides these
 * settings for themselves. For more information, see <a
 * href="https://docs.aws.amazon.com/AWSEC2/latest/UserGuide/resource-ids.html">Resource IDs in the
<i>Amazon
 * Elastic Compute Cloud User Guide</i>.
 * </p>
 * <p>
 * Resources created with longer IDs are visible to all IAM roles and users, regardless of these settings and
 * provided that they have permission to use the relevant <code>Describe</code>
command for the resource type.
 * </p>
 *
 * @param modifyIdFormatRequest
 * @return A Java Future containing the result of the ModifyIdFormat operation returned by the service.
 * @sample AmazonEC2Async.ModifyIdFormat
 * @see <a href="http://docs.aws.amazon.com/goto/WebAPI/ec2-2016-11-15/ModifyIdFormat"
target="_top">AWS API
 * Documentation
 */

```

Found in path(s):

\* /opt/cola/permits/1768288727\_1692298359.7888975/0/aws-java-sdk-ec2-1-12-525-sources-

# 1.223 aws-java-sdk-core 1.12.525

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```
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/http/IonErrorCodeParser.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/http/CompositeErrorCodeParser.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/http/ErrorCodeParser.java
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/SdkProtectedApi.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/SdkInternalApi.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/ThreadSafe.java

\*

/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/SdkTestInternalApi.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/Immutable.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/Beta.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/GuardedBy.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/annotation/NotThreadSafe.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/internal/JsonProtocolMarshaller.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/RequestClientOptions.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/jmx/spi/JmxInfoProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/jmx/spi/SdkMBeanRegistry.java

\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/AWSSessionCredentials.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/jmx/JmxInfoProviderSupport.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/ClassLoaderHelper.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/json/Jackson.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/metrics/MetricAdminMBean.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/metrics/MetricAdmin.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/BasicSessionCredentials.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/ServiceClientHolderInputStream.java

\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/AWSSessionCredentialsProvider.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/NameValuePair.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/BasicNameValuePair.java

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- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/AWS4UnsignedPayloadSigner.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/waiters/SdkFunction.java
- \*
- /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/SimpleThroughputMetricType.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/ResponseMetadataCache.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/endpointdiscovery/AwsProfileEndpointDiscoveryProvider.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/handlers/RequestHandler.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/arn/Arn.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/TlsKeyManagersProvider.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/XpathUtils.java
- \*
- /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/package-info.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/StructuredJsonMarshaller.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/conditions/ConditionFactory.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ProgressListener.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/SimpleMetricType.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/transform/JsonUnmarshallerContext.java
- \* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/impl/client/SdkHttpRequestRetryHandler.java

\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/waiters/WaiterBuilder.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/internal/MaxAttemptsResolver.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/endpointdiscovery/DefaultEndpointDiscoveryProviderChain.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/endpointdiscovery/Constants.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/AmazonWebServiceResponse.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/ServiceNameFactory.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/conditions/package-info.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/BasicProfileConfigFileLoader.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/config/HostRegexToRegionMappingJsonHelper.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/conditions/ArnCondition.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/apachehttpclient/ApacheHttpClientConfig.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/internal/AuthErrorRetryStrategy.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ProgressEventType.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/CollectionUtils.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/conn/SdkPlainSocketFactory.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/ServiceEndpointBuilder.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/waiters/WaiterState.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/waiters/WaiterUnrecoverableException.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/RetryPolicy.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/DefaultErrorResponseHandler.java  
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/metrics/ByteThroughputHelper.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/policy/Condition.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/transform/VoidStaxUnmarshaller.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/Request.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/transform/StaxUnmarshallerContext.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/internal/config/HostRegexToRegionMapping.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/waiters/HttpFailureStatusAcceptor.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/metrics/internal/ServiceMetricTypeGuesser.java  
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/policy/conditions/BooleanCondition.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/transform/StandardErrorUnmarshaller.java

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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/arn/ArnConverter.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/monitoring/DefaultCsmConfigurationProviderChain.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/BasicAWSCredentials.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/conditions/StringCondition.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/AmazonHttpClient.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/cache/EndpointDiscoveryCacheLoader.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/internal/JsonDocumentFields.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/MetricFilterInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/handlers/RequestHandler2Adaptor.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/HttpMethod.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/ThroughputMetricType.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/monitoring/CsmConfiguration.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/ServiceLatencyProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/SimpleServiceMetricType.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/PropertiesCredentials.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/ResponseMetadata.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/SignerParams.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/policy/conditions/DateCondition.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/MetricType.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/monitoring/internal/ClientSideMonitoringRequestHandler.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/monitoring/internal/AsynchronousAgentDispatcher.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/metrics/RequestMetricCollector.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/transform/VoidJsonUnmarshaller.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/waiters/WaiterHandler.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/NamespacingRemovingInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/AmazonServiceException.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/SdkStructuredIonFactory.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/RegionImpl.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/SdkIonGenerator.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/LegacyRegionXmlMetadataBuilder.java

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/opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/partitions/model/Region.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/regions/InMemoryRegionsProvider.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
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* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/transform/SimpleTypeCborUnmarshallers.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
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* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
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* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/partitions/model/Partition.java
*
/opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
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* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/partitions/PartitionRegionImpl.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/regions/LegacyRegionXmlLoadUtils.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/regions/RegionMetadataFactory.java
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jar/com/amazonaws/http/conn/ssl/TLSProtocol.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/http/conn/ssl/SdkTLSSocketFactory.java
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jar/com/amazonaws/ImmutableRequest.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/SignerAsRequestSigner.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/RequestSigner.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/InstanceMetadataServiceCredentialsFetcher.java

\*

/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/internal/CredentialsEndpointRetryParameters.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/TokenBucket.java

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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/EC2ContainerCredentialsProviderWrapper.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/CRC32MismatchException.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/IdleConnectionReaper.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/EC2MetadataClient.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/AWSCredentialsProviderChain.java

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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/CustomBackoffStrategy.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/EnvironmentVariableCredentialsProvider.java

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 */
```

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* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/ReleasableInputStream.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/ResettableInputStream.java
```

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```

Found in path(s):

```
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/SdkSSLContext.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/annotation/package-info.java
```

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```
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jar/com/amazonaws/internal/auth/SignerProvider.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/util/NullResponseMetadataCache.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/adapters/types/StringToInputStreamAdapter.java
*
```

/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/auth/NoOpSignerProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/adapters/types/StringToByteBufferAdapter.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/MetadataCache.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/auth/DefaultSignerProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/auth/SignerProviderContext.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/adapters/types/TypeAdapter.java  
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/Regions.java  
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/\*\*  
\* Interface for providing AWS region information. Implementations are free to use any strategy for  
\* providing region information.  
\*/

Found in path(s):

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/regions/AwsRegionProvider.java

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jar/com/amazonaws/util/endpoint/DefaultRegionFromEndpointResolver.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/endpoint/RegionFromEndpointResolver.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/RegionFromEndpointResolverAwareSigner.java

\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/regions/MetadataSupportedRegionFromEndpointProvider.java

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jar/com/amazonaws/handlers/AsyncHandler.java

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jar/com/amazonaws/internal/config/SignerConfig.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/internal/config/SignerConfigJsonHelper.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/ImmutableMapParameter.java

\*

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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/internal/config/JsonIndex.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/internal/config/Builder.java

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jar/com/amazonaws/Protocol.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/apache/utils/ApacheUtils.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/NamedDefaultThreadFactory.java

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jar/com/amazonaws/protocol/json/SdkStructuredCborFactory.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/SdkStructuredPlainJsonFactory.java  
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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/SdkCborGenerator.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/http/JsonResponseHandler.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/SdkJsonProtocolFactory.java  
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jar/com/amazonaws/profile/path/cred/CredentialsEnvVarOverrideLocationProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/TimingInfoUnmodifiable.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/internal/SimpleTypePathMarshallers.java  
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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/http/SdkHttpMetadata.java



\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/v2/RetryPolicyContext.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/BasicProfile.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/DefaultAwsRegionProviderChain.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/profile/path/AwsProfileFileLocationProviderChain.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/AmazonWebServiceResult.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/internal/JsonMarshallerContext.java  
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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/XMLWriter.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/internal/MarshallerRegistry.java  
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/ProfileStaticCredentialsProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/JsonClientMetadata.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/profile/path/config/SharedConfigDefaultLocationProvider.java  
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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/AwsProfileRegionProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/MarshallingType.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/ProtocolRequestMarshaller.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/client/builder/ExecutorFactory.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/DefaultMarshallingType.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/client/ClientHandlerImpl.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/ProfileAssumeRoleCredentialsProvider.java  
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/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/client/builder/AwsSyncClientBuilder.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/StringInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/v2/FixedDelayBackoffStrategy.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-

jar/com/amazonaws/auth/profile/internal/ProfileKeyConstants.java  
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jar/com/amazonaws/regions/InstanceMetadataRegionProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/internal/QueryParamMarshallers.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/http/ExecutionContext.java  
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jar/com/amazonaws/auth/profile/internal/AwsProfileNameLoader.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/retry/V2CompatibleBackoffStrategy.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/retry/v2/RetryOnStatusCodeCondition.java  
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jar/com/amazonaws/retry/v2/SimpleRetryPolicy.java  
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jar/com/amazonaws/protocol/DefaultValueSupplier.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/JsonContent.java  
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jar/com/amazonaws/profile/path/config/ConfigEnvVarOverrideLocationProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/auth/presign/PresignerParams.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/profile/path/AwsDirectoryBasePathProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/internal/EmptyBodyJsonMarshaller.java  
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jar/com/amazonaws/protocol/json/internal/JsonMarshaller.java  
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jar/com/amazonaws/protocol/json/internal/HeaderMarshallers.java  
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jar/com/amazonaws/protocol/json/JsonErrorShapeMetadata.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/protocol/json/SdkStructuredJsonFactoryImpl.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/transform/ListUnmarshaller.java  
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jar/com/amazonaws/retry/PredefinedBackoffStrategies.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/util/TimingInfo.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/v2/AndRetryCondition.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/timers/client/SdkInterruptedException.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/JsonErrorResponseMetadata.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/v2/BackoffStrategy.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/retry/v2/OrRetryCondition.java

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jar/com/amazonaws/auth/CanHandleNullCredentials.java
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jar/com/amazonaws/util/CredentialUtils.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/http/settings/HttpClientSettings.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-  
jar/com/amazonaws/handlers/StackedRequestHandler.java

```
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/PredefinedClientConfigurations.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/util/SdkHttpUtils.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/SdkMetricsSocket.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/http/conn/ssl/privileged/PrivilegedMasterSecretValidator.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/http/timers/client/ClientExecutionTimer.java
*
/opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/internal/http/JsonErrorCodeParser.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/http/timers/request/HttpRequestAbortTaskTrackerImpl.java
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```
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/transform/EnhancedJsonErrorUnmarshaller.java
* /opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-
jar/com/amazonaws/util/ReflectionMethodInvoker.java
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jar/com/amazonaws/util/DateUtils.java

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jar/com/amazonaws/util/Classes.java

\*

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jar/com/amazonaws/util/BinaryUtils.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/BoundedLinkedHashMap.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ProgressTracker.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/ProfileCredentialsProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/internal/AWS4SignerUtils.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/SDKProgressPublisher.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFile.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/ProcessCredentialsProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/FIFOCache.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/ProfilesConfigFileWriter.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/RequestProgressInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/internal/SignerKey.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ProgressEventFilter.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/DelegateSSLSocket.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/internal/AWS4SignerRequestParams.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/UnreliableFilterInputStream.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/SyncProgressListener.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/internal/SignerConstants.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/request/Progress.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/UnreliableTestConfig.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkSSLSocket.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkSocket.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ResponseProgressInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/DeliveryMode.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/BasicProfileConfigLoader.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/RoleInfo.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/AbstractProfilesConfigFileScanner.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/ProgressInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/event/request/ProgressSupport.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/STSPProfileCredentialsServiceProvider.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/Profile.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/ProfileCredentialsService.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/securitytoken/STSPProfileCredentialsServiceLoader.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/LengthCheckInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/package-info.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/profile/internal/ProfileProcessCredentialsProvider.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Platform.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base16.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkDigestInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/jmx/MBeans.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base16Codec.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base64Codec.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkFilterOutputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/ListWithAutoConstructFlag.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/RegionMetadataParser.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/RegionAwareSigner.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Throwables.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/MetricsInputStream.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/ServiceAwareSigner.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkFilterInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/EncodingScheme.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/RegionMetadata.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/IOUtils.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base32Codec.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/Region.java

\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/EC2MetadataUtils.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Codec.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/CodecUtils.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/MetricAware.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base32.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/EncodingSchemeEnum.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/AbortedException.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/jmx/SdkMBeanRegistrySupport.java  
\*  
/opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/AWS4Signer.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/AbstractBase32Codec.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/regions/RegionUtils.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/SdkRuntime.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/Base64.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/util/HttpClientWrappingInputStream.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/ResetException.java  
\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/internal/SdkBufferedInputStream.java  
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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/IonFactory.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/protocol/json/IonParser.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/AmazonClientException.java

\*

/\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/http/HttpMethodName.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/transform/SimpleTypeUnmarshallers.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/auth/SigningAlgorithm.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/transform/LegacyErrorUnmarshaller.java

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\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/transform/VoidUnmarshaller.java

\* /opt/cola/permits/1768288711\_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-



jar/com/amazonaws/util/XmlUtils.java

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`/opt/cola/permits/1768288711_1692298362.2824287/0/aws-java-sdk-core-1-12-525-sources-jar/com/amazonaws/log/InternalLogApi.java`

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```

Found in path(s):

```
* /opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/FileSystem.kt
* /opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-
jar/unixMain/okio/UnixFileHandle.kt
* /opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/FileHandle.kt
*
/opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-
jar/commonMain/okio/internal/FileSystem.kt
```

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Found in path(s):

```
* /opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-
jar/commonMain/okio/SegmentedByteString.kt
* /opt/cola/permits/1779742482_1693226770.6289008/0/okio-3-5-0-sources-1-
```

jar/nonAppleMain/okio/SegmentedByteString.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/appleMain/okio/SegmentedByteString.kt

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jar/nonJvmMain/okio/RealBufferedSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Segment.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/SegmentPool.kt

\*

/opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/ForwardingSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/nonJvmMain/okio/SegmentPool.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/nonJvmMain/okio/ForwardingSource.kt

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\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/PosixVariant.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/HashingSink.kt

\*

\*/opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/appleMain/okio/ApplePosixVariant.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/Path.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/FileSystem.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/ForwardingFileSystem.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/HashingSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/FileSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/nonJvmMain/okio/HashingSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/FileMetadata.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-

jar/commonMain/okio/ExperimentalFileSystem.kt

\*

/opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/FileSink.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/unixMain/okio/UnixPosixVariant.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/PosixFileSystem.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nativeMain/okio/Cinterop.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Path.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/hashFunctions/okio/internal/Hmac.kt  
\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/Path.kt

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\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/RealBufferedSource.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/SegmentedByteString.kt

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\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/hashFunctions/okio/internal/Sha512.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/hashFunctions/okio/internal/Sha256.kt

\*

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\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/CommonPlatform.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/Utf8.kt

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/opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/NonJvmPlatform.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/ByteString.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/ByteString.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Util.kt

\* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/appleMain/okio/ByteString.kt

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- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Buffer.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Sink.kt
- \*
- /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Okio.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/BufferedSource.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/RealBufferedSink.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Source.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/Sink.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/Timeout.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/internal/Buffer.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/BufferedSink.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/RealBufferedSource.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/Timeout.kt
- \*
- /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/BufferedSink.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/commonMain/okio/BufferedSource.kt
- \* /opt/cola/permits/1779742482\_1693226770.6289008/0/okio-3-5-0-sources-1-jar/nonJvmMain/okio/Buffer.kt

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## 1.226 java™-native-access 5

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To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General

Public License. It also provides other free software developers Less of an advantage over competing non-free programs.

These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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"library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work

which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) The modified work must itself be a software library.
- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of

its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)



Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified

executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of

the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

7. You may place library facilities that are a work based on the Library side-by-side in a single library together with other library facilities not covered by this License, and distribute such a combined library, provided that the separate distribution of the work based on the Library and of the other library facilities is otherwise permitted, and provided that you do these two things:

a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

b) Give prominent notice with the combined library of the fact that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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Version 2, June 1991

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

### Preamble

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To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the library, or if you modify it.

For example, if you distribute copies of the library, whether gratis or for a fee, you must give the recipients all the rights that we gave you. You must make sure that they, too, receive or can get the source

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Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that companies distributing free software will individually obtain patent licenses, thus in effect transforming the program into proprietary software. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the

libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

Note that it is possible for a library to be covered by the ordinary General Public License rather than by this special one.

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running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

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2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

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- b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used

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Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy

from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

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If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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The primary ANTLR guy:

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mi2Kp5RjfhIJdGCSO<bOTNof2KNxm9KCi5lxEyKI9BJW3p

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File: Core.js

Description:

Provides common utility functions and the Class object used internally by the library.

Also provides the <TreeUtil> object for manipulating JSON tree structures

Some of the Basic utility functions and the Class system are based in the MooTools Framework <<http://mootools.net>>. Copyright (c) 2006-2009 Valerio Proietti, <<http://mad4milk.net/>>. MIT license <<http://mootools.net/license.txt>>.

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# 1.228 commons-daemon-service-runner

## 1.0.15

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```
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This is free software, and you are welcome to redistribute
it
under certain conditions; type `show c' for details.
```

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```
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`Gnomovision' (which makes passes at compilers) written by James Hacker.
```

```
<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice
```

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=====

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## 1.230 kotlin 1.9.0

### 1.230.1 Available under license :

No license file was found, but licenses were detected in source scan.

```
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```
(root, factory) {\n if (typeof define === 'function' && define.amd) {\n define('kotlin', ['exports'], factory);\n }\n else if (typeof exports === 'object') {\n factory(module.exports);\n }\n else {\n root.kotlin = {};\n factory(root.kotlin);\n }\n}(this, function (Kotlin) {\n var _ = Kotlin;\n insertContent();\n});\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
```

```
Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n license/LICENSE.txt file.\n *\nKotlin.isArray = function (a) {\n return (Array.isArray(a) || a instanceof\nInt8Array) && a.$type$ === \"BooleanArray\";\n}\nKotlin.isArray = function (a) {\n return a instanceof\nInt8Array && a.$type$!== \"BooleanArray\";\n}\nKotlin.isShortArray = function (a) {\n return a instanceof\nInt16Array;\n}\nKotlin.isCharArray = function (a) {\n return a instanceof\nUint16Array && a.$type$ ===\n\"CharArray\";\n}\nKotlin.isIntArray = function (a) {\n return a instanceof\nInt32Array;\n}\nKotlin.isFloatArray = function (a) {\n return a instanceof\nFloat32Array;\n}\nKotlin.isDoubleArray = function (a) {\n return a instanceof\nFloat64Array;\n}\nKotlin.isLongArray = function (a) {\n return Array.isArray(a) && a.$type$ ===\n\"LongArray\";\n}\nKotlin.isArray = function (a) {\n return Array.isArray(a) &&\n!a.$type$;\n}\nKotlin.isArrayish = function (a) {\n return Array.isArray(a) ||\nArrayBuffer.isView(a);\n}\nKotlin.arrayToString = function (a) {\n if (a === null) return \"null\";\n var\ntoString = Kotlin.isCharArray(a) ? String.fromCharCode : Kotlin.toString;\n return \"[\" +\nArray.prototype.map.call(a, function(e) { return toString(e); }).join(\", \") + \"]\";\n}\nKotlin.arrayDeepToString\n= function (arr) {\n return Kotlin.kotlin.collections.contentDeepToStringImpl(arr);\n}\nKotlin.arrayEquals\n= function (a, b) {\n if (a === b) {\n return true;\n }\n if (a === null || b === null || !Kotlin.isArrayish(b) ||\na.length !== b.length) {\n return false;\n }\n for (var i = 0, n = a.length; i < n; i++) {\n if\n(!Kotlin.equals(a[i], b[i])) {\n return false;\n }\n }\n return true;\n}\nKotlin.arrayDeepEquals\n= function (a, b) {\n return Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);\n}\nKotlin.arrayHashCode\n= function (arr) {\n if (arr === null) return 0;\n var result = 1;\n for (var i = 0, n = arr.length; i < n; i++) {\n result = ((31 * result | 0) + Kotlin.hashCode(arr[i])) | 0;\n }\n return result;\n}\nKotlin.arrayDeepHashCode =
```

```

function (arr) {\n return
Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n};\n\nKotlin.primitiveArraySort = function (array) {\n
array.sort(Kotlin.doubleCompareTo);\n};\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nKotlin.getCallableRef = function(name, f) {\n f.callableName = name;\n return
f;\n};\n\nKotlin.getPropertyCallableRef = function(name, paramCount, getter, setter) {\n getter.get = getter;\n
getter.set = setter;\n getter.callableName = name;\n return getPropertyRefClass(getter, setter,
propertyRefClassMetadataCache[paramCount]);\n};\n\nfunction
getPropertyRefClass(obj, setter, cache) {\n obj.$metadata$ = getPropertyRefMetadata(typeof setter ===
\"function\" ? cache.mutable : cache.immutable);\n obj.constructor = obj;\n return obj;\n}\n\nvar
propertyRefClassMetadataCache = [\n {\n mutable: { value: null, implementedInterface: function () {\n
return Kotlin.kotlin.reflect.KMutableProperty0 }\n },\n immutable: { value: null, implementedInterface:
function () {\n return Kotlin.kotlin.reflect.KProperty0 }\n }\n },\n {\n mutable: { value: null,
implementedInterface: function () {\n return Kotlin.kotlin.reflect.KMutableProperty1 }\n },\n
immutable: { value: null, implementedInterface: function () {\n return Kotlin.kotlin.reflect.KProperty1 }\n
 }\n }\n];\n\nfunction getPropertyRefMetadata(cache) {\n if (cache.value === null) {\n cache.value = {\n
interfaces: [cache.implementedInterface()],\n
 baseClass: null,\n functions: {},\n properties: {},\n types: {},\n staticMembers:
{} }\n };\n return cache.value;\n}\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\nKotlin.toShort = function (a) {\n return (a & 0xFFFF) << 16 >>
16;\n};\n\nKotlin.toByte = function (a) {\n return (a & 0xFF) << 24 >> 24;\n};\n\nKotlin.toChar = function (a) {\n
return a & 0xFFFF;\n};\n\nKotlin.numberToLong = function (a) {\n return a instanceof Kotlin.Long ? a :
Kotlin.Long.fromNumber(a);\n};\n\nKotlin.numberToInt = function (a) {\n return a instanceof Kotlin.Long ?
a.toInt() : Kotlin.doubleToInt(a);\n};\n\nKotlin.numberToShort = function (a) {\n return
Kotlin.toShort(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToByte = function
(a) {\n return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n\nKotlin.numberToDouble = function (a) {\n return
+a;\n};\n\nKotlin.numberToChar = function (a) {\n return
Kotlin.toChar(Kotlin.numberToInt(a));\n};\n\nKotlin.doubleToInt = function(a) {\n if (a > 2147483647) return
2147483647;\n if (a < -2147483648) return -2147483648;\n return a | 0;\n};\n\nKotlin.toBoxedChar = function
(a) {\n if (a == null) return a;\n if (a instanceof Kotlin.BoxedChar) return a;\n return new
Kotlin.BoxedChar(a);\n};\n\nKotlin.unboxChar = function(a) {\n if (a == null) return a;\n return
Kotlin.toChar(a);\n};\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\nKotlin.equals = function (obj1, obj2) {\n if (obj1 == null) {\n return obj2 ==
null;\n }\n\n if (obj2 == null) {\n return false;\n }\n\n if (obj1 !== obj2) {\n return obj2 !== obj2;\n }\n\n if (typeof obj1 === \"object\" && typeof
obj1.equals === \"function\") {\n return obj1.equals(obj2);\n }\n\n if (typeof obj1 === \"number\" &&
typeof obj2 === \"number\") {\n return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);\n }\n\n return
obj1 === obj2;\n};\n\nKotlin.hashCode = function (obj) {\n if (obj == null) {\n return 0;\n }\n var objType
= typeof obj;\n if (\"object\" === objType) {\n return \"function\" === typeof obj.hashCode ? obj.hashCode() :
getObjectHashCode(obj);\n }\n if (\"function\" === objType) {\n return getObjectHashCode(obj);\n }\n if (\"number\" === objType) {\n return Kotlin.numberHashCode(obj);\n }\n if (\"boolean\" === objType)
{\n return Number(obj);\n }\n\n var str = String(obj);\n return
getStringHashCode(str);\n};\n\nKotlin.toString = function (o) {\n if (o
== null) {\n return \"null\";\n }\n else if (Kotlin.isArrayish(o)) {\n return \"[...]\";\n }\n else {\n
return o.toString();\n }\n};\n\n/** @const */\nvar POW_2_32 = 4294967296;\n// TODO: consider switching to
Symbol type once we are on ES6.\n/** @const */\nvar OBJECT_HASH_CODE_PROPERTY_NAME =

```

```

"hashCodeValue$";\n\nfunction getObjectHashCode(obj) {\n if
(!OBJECT_HASH_CODE_PROPERTY_NAME in obj) {\n var hash = (Math.random() * POW_2_32) | 0; //
Make 32-bit signed integer.\n Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, {
value: hash, enumerable: false });\n }\n return
obj[OBJECT_HASH_CODE_PROPERTY_NAME];\n}\n\nfunction getStringHashCode(str) {\n var hash = 0;\n
for (var i = 0; i < str.length; i++) {\n var code = str.charCodeAt(i);\n hash = (hash * 31 + code) | 0; // Keep
it 32-bit.\n }\n return hash;\n}\n\nKotlin.identityHashCode = getObjectHashCode;\n"/**\n * Copyright 2010-
2018

```

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Constructs a 64-bit two's-complement integer, given its low and high 32-bit values as signed integers. See the from functions below for more convenient ways of constructing Longs. The internal representation of a long is the two given signed, 32-bit values. We use 32-bit pieces because these are the size of integers on which Javascript performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within Javascript's floating-point representation without overflow or change in sign. In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN\_VALUE (-2<sup>63</sup>) because -MIN\_VALUE == MIN\_VALUE (since 2<sup>63</sup> cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.

@param {number} low The low (signed) 32 bits of the long.  
@param {number} high The high (signed) 32 bits of the long.

```

@constructor\n * @final\n ^\nKotlin.Long = function(low, high) {\n
/**\n * @type {number}\n * @private\n */\n this.low_ = low | 0; // force into 32 signed bits.\n\n /**\n * @type {number}\n * @private\n */\n this.high_ = high | 0; // force into 32 signed
bits.};\n\nKotlin.Long.$metadata$ = {\n kind: "class",\n simpleName: "Long",\n interfaces: []};\n\n//
NOTE: Common constant values ZERO, ONE, NEG_ONE, etc. are defined below the from methods on which
they depend.\n\n/**\n * A cache of the Long representations of small integer values.\n * @type {!Object}\n *
@private\n */\nKotlin.Long.IntCache_ = {};\n\n/**\n * Returns a Long representing the given (32-bit) integer
value.\n * @param {number} value The 32-bit integer in question.\n * @return {!Kotlin.Long} The corresponding
Long value.\n */\nKotlin.Long.fromInt = function(value) {\n if (-128 <= value && value < 128) {\n var
cachedObj = Kotlin.Long.IntCache_[value];\n if (cachedObj) {\n return cachedObj;\n }\n }\n var obj =
new Kotlin.Long(value
| 0, value < 0 ? -1 : 0);\n if (-128 <= value && value < 128) {\n Kotlin.Long.IntCache_[value] = obj;\n }\n
return obj;\n};\n\n/**\n * Converts this number value to `Long`. The fractional part, if any, is rounded down
towards zero.\n * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than
`Long.MIN_VALUE`,\n * `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.\n * @param {number}
value The number in question.\n * @return {!Kotlin.Long} The corresponding Long value.\n */\nKotlin.Long.fromNumber = function(value) {\n if (isNaN(value)) {\n return Kotlin.Long.ZERO;\n } else if
(value <= -Kotlin.Long.TWO_PWR_63_DBL_) {\n return Kotlin.Long.MIN_VALUE;\n } else if (value + 1 >=
Kotlin.Long.TWO_PWR_63_DBL_) {\n return Kotlin.Long.MAX_VALUE;\n } else if (value < 0) {\n return
Kotlin.Long.fromNumber(-value).negate();\n } else {\n return new Kotlin.Long(\n (value %
Kotlin.Long.TWO_PWR_32_DBL_) | 0,\n (value / Kotlin.Long.TWO_PWR_32_DBL_)
| 0);\n }\n};\n\n/**\n * Returns a Long representing the 64-bit integer that comes by concatenating the given
high and low bits. Each is assumed to use 32 bits.\n * @param {number} lowBits The low 32-bits.\n * @param

```

```

{number} highBits The high 32-bits.\n * @return {!Kotlin.Long} The corresponding Long value.\n
*\nKotlin.Long.fromBits = function(lowBits, highBits) {\n return new Kotlin.Long(lowBits,
highBits);\n};\n\n\n/**\n * Returns a Long representation of the given string, written using the given\n * radix.\n * @param {string} str The textual representation of the Long.\n * @param {number=} opt_radix The radix in which
the text is written.\n * @return {!Kotlin.Long} The corresponding Long value.\n *\nKotlin.Long.fromString =
function(str, opt_radix) {\n if (str.length == 0) {\n throw Error('number format error: empty string');\n }\n\n var
radix = opt_radix || 10;\n if (radix < 2 || 36 < radix) {\n throw Error('radix out of range: ' + radix);\n }\n\n if (str.charAt(0) == '-') {\n return Kotlin.Long.fromString(str.substring(1), radix).negate();\n } else if
(str.indexOf('-') >= 0) {\n throw Error('number format error: interior \"-\" character: ' + str);\n }\n\n // Do several
(8) digits each time through the loop, so as to\n // minimize the calls to the very expensive emulated div.\n var
radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 8));\n\n var result = Kotlin.Long.ZERO;\n for (var i =
0; i < str.length; i += 8) {\n var size = Math.min(8, str.length - i);\n var value = parseInt(str.substring(i, i + size),
radix);\n if (size < 8) {\n var power = Kotlin.Long.fromNumber(Math.pow(radix, size));\n result =
result.multiply(power).add(Kotlin.Long.fromNumber(value));\n } else {\n result =
result.multiply(radixToPower);\n result = result.add(Kotlin.Long.fromNumber(value));\n }\n }\n return
result;\n};\n\n\n// NOTE: the compiler should inline these constant values below and
then remove\n// these variables, so there should be no runtime penalty for these.\n\n\n/**\n * Number used repeated
below in calculations. This must appear before the\n * first call to any from* function below.\n * @type
{number}\n * @private\n *\nKotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;\n\n\n/**\n * @type {number}\n *
@private\n *\nKotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;\n\n\n/**\n * @type {number}\n * @private\n
*\nKotlin.Long.TWO_PWR_32_DBL_ =\n Kotlin.Long.TWO_PWR_16_DBL_ *
Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*\nKotlin.Long.TWO_PWR_31_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_ / 2;\n\n\n/**\n * @type
{number}\n * @private\n *\nKotlin.Long.TWO_PWR_48_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_ *
Kotlin.Long.TWO_PWR_16_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*\nKotlin.Long.TWO_PWR_64_DBL_ =\n Kotlin.Long.TWO_PWR_32_DBL_ *
Kotlin.Long.TWO_PWR_32_DBL_;\n\n\n/**\n * @type {number}\n * @private\n
*\nKotlin.Long.TWO_PWR_63_DBL_ =\n Kotlin.Long.TWO_PWR_64_DBL_
/ 2;\n\n\n/**\n * @type {!Kotlin.Long} *\nKotlin.Long.ZERO = Kotlin.Long.fromInt(0);\n\n\n/**\n * @type
{!Kotlin.Long} *\nKotlin.Long.ONE = Kotlin.Long.fromInt(1);\n\n\n/**\n * @type {!Kotlin.Long}
*\nKotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);\n\n\n/**\n * @type {!Kotlin.Long}
*\nKotlin.Long.MAX_VALUE =\n Kotlin.Long.fromBits(0xFFFFFFFF | 0, 0x7FFFFFFF | 0);\n\n\n/**\n * @type
{!Kotlin.Long} *\nKotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);\n\n\n/**\n * @type
{!Kotlin.Long}\n * @private\n *\nKotlin.Long.TWO_PWR_24_ = Kotlin.Long.fromInt(1 << 24);\n\n\n/**
@return {number} The value, assuming it is a 32-bit integer. *\nKotlin.Long.prototype.toInt = function() {\n
return this.low_;\n};\n\n\n/**\n * @return {number} The closest floating-point representation to this value.
*\nKotlin.Long.prototype.toNumber = function() {\n return this.high_ * Kotlin.Long.TWO_PWR_32_DBL_ +\n
this.getLowBitsUnsigned();\n};\n\n\n/**\n * @return {number} The 32-bit hashCode
of this value. *\nKotlin.Long.prototype.hashCode = function() {\n return this.high_ ^ this.low_;\n};\n\n\n/**
@param {number=} opt_radix The radix in which the text should be written.\n * @return {string} The textual
representation of this value.\n * @override\n *\nKotlin.Long.prototype.toString = function(opt_radix) {\n var radix
= opt_radix || 10;\n if (radix < 2 || 36 < radix) {\n throw Error('radix out of range: ' + radix);\n }\n\n if
(this.isZero()) {\n return '0';\n }\n\n if (this.isNegative()) {\n if (this.equalsLong(Kotlin.Long.MIN_VALUE))
{\n // We need to change the Long value before it can be negated, so we remove\n // the bottom-most digit in
this base and then recurse to do the rest.\n var radixLong = Kotlin.Long.fromNumber(radix);\n var div =
this.div(radixLong);\n var rem = div.multiply(radixLong).subtract(this);\n return div.toString(radix) +
rem.toInt().toString(radix);\n } else {\n return '-' + this.negate().toString(radix);\n }\n}

```

```

 }
 } // Do several (5) digits each time through the loop, so as to // minimize the calls to the very
 expensive emulated div.
 var radixToPower = Kotlin.Long.fromNumber(Math.pow(radix, 5));
 var rem = this;
 var result = "";
 while (true) {
 var remDiv = rem.div(radixToPower);
 var intval = rem.subtract(remDiv.multiply(radixToPower)).toInt();
 var digits = intval.toString(radix);
 rem = remDiv;
 if (rem.isZero()) {
 return digits + result;
 } else {
 while (digits.length < 5) {
 digits = '0' + digits;
 }
 result = "" + digits + result;
 }
 }
}

/** @return {number} The high 32-bits as a signed value.
 * Kotlin.Long.prototype.getHighBits = function() {
 return this.high_;
};

/** @return {number} The low 32-bits as a signed value.
 * Kotlin.Long.prototype.getLowBits = function() {
 return this.low_;
};

/** @return {number} The low 32-bits as an unsigned value.
 * Kotlin.Long.prototype.getLowBitsUnsigned = function() {
 return (this.low_ >= 0) ? this.low_ :
 Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
};

/** @return {number} Returns the number of bits needed to represent the absolute
 * value of this Long.
 * Kotlin.Long.prototype.getNumBitsAbs = function() {
 if (this.isNegative()) {
 if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
 return 64;
 } else {
 return this.negate().getNumBitsAbs();
 }
 } else {
 var val = this.high_ != 0 ? this.high_ : this.low_;
 for (var bit = 31; bit > 0; bit--) {
 if ((val & (1 << bit)) != 0) {
 break;
 }
 }
 return this.high_ != 0 ? bit + 33 : bit + 1;
 }
};

/** @return {boolean} Whether this value is zero.
 * Kotlin.Long.prototype.isZero = function() {
 return this.high_ == 0 && this.low_ == 0;
};

/** @return {boolean} Whether this value is negative.
 * Kotlin.Long.prototype.isNegative = function() {
 return this.high_ < 0;
};

/** @return {boolean} Whether this value is odd.
 * Kotlin.Long.prototype.isOdd = function() {
 return (this.low_ & 1) == 1;
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long equals the other.
 * Kotlin.Long.prototype.equalsLong = function(other) {
 return (this.high_ == other.high_) && (this.low_ == other.low_);
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long does not equal the other.
 * Kotlin.Long.prototype.notEqualsLong = function(other) {
 return (this.high_ != other.high_) || (this.low_ != other.low_);
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than the other.
 * Kotlin.Long.prototype.lessThan = function(other) {
 return this.compare(other) < 0;
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is less than or equal to the other.
 * Kotlin.Long.prototype.lessThanOrEqual = function(other) {
 return this.compare(other) <= 0;
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than the other.
 * Kotlin.Long.prototype.greaterThan = function(other) {
 return this.compare(other) > 0;
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {boolean} Whether this Long is greater than or equal to the other.
 * Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
 return this.compare(other) >= 0;
};

/** @param {Kotlin.Long} other Long to compare against.
 * @return {number} 0 if they are the same, 1 if the this is greater, and -1 if the given one is greater.
 * Kotlin.Long.prototype.compare = function(other) {
 if (this.equalsLong(other)) {
 return 0;
 }
 var thisNeg = this.isNegative();
 var otherNeg = other.isNegative();
 if (thisNeg && !otherNeg) {
 return -1;
 }
 if (!thisNeg && otherNeg) {
 return 1;
 }
 // at this point, the signs are the same, so subtraction will not overflow
 if (this.subtract(other).isNegative()) {
 return -1;
 } else {
 return 1;
 }
};

/** @return {!Kotlin.Long} The negation of this value.
 * Kotlin.Long.prototype.negate = function() {
 if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
 return Kotlin.Long.MIN_VALUE;
 } else {
 return this.not().add(Kotlin.Long.ONE);
 }
};

/** @param {Kotlin.Long} other Long to add to this one.
 * @return {!Kotlin.Long} Returns the sum of this and the given Long.
 * Kotlin.Long.prototype.add = function(other) {
 // Divide each number into 4 chunks of 16 bits, and then sum the chunks.
 var a48 = this.high_ >>> 16;
 var a32 = this.high_ & 0xFFFF;
 var a16 = this.low_ >>> 16;
 var a00 = this.low_

```



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& 0xFFFF;\n\n var b48 = other.high_ >>> 16;\n var b32 = other.high_ & 0xFFFF;\n var b16 = other.low_ >>>
16;\n var b00 = other.low_ & 0xFFFF;\n\n var c48 = 0, c32 = 0, c16 = 0, c00 = 0;\n c00 += a00 + b00;\n c16 +=
c00 >>> 16;\n c00 &= 0xFFFF;\n c16 += a16 + b16;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c32 += a32 +
b32;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 + b48;\n c48 &= 0xFFFF;\n return
Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n/**\n * Returns the difference of this and the
given Long.\n * @param {Kotlin.Long} other Long to subtract from this.\n * @return {!Kotlin.Long} The
difference of this and the given Long.\n */\nKotlin.Long.prototype.subtract = function(other) {\n return
this.add(other.negate());\n};\n\n\n/**\n * Returns the product of this and the given long.\n * @param {Kotlin.Long}
other Long to multiply with this.\n * @return {!Kotlin.Long} The product of this and the other.\n
*/\nKotlin.Long.prototype.multiply
= function(other) {\n if (this.isZero()) {\n return Kotlin.Long.ZERO;\n } else if (other.isZero()) {\n return
Kotlin.Long.ZERO;\n }\n\n if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n return other.isOdd() ?
Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;\n } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n
return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;\n }\n\n if (this.isNegative()) {\n if
(other.isNegative()) {\n return this.negate().multiply(other.negate());\n } else {\n return
this.negate().multiply(other).negate();\n }\n } else if (other.isNegative()) {\n return
this.multiply(other.negate()).negate();\n }\n\n // If both longs are small, use float multiplication\n if
(this.lessThan(Kotlin.Long.TWO_PWR_24_) && other.lessThan(Kotlin.Long.TWO_PWR_24_)) {\n return
Kotlin.Long.fromNumber(this.toNumber() * other.toNumber());\n }\n\n // Divide each long into 4 chunks of 16
bits, and then add up 4x4 products.\n // We
can skip products that would overflow.\n\n var a48 = this.high_ >>> 16;\n var a32 = this.high_ & 0xFFFF;\n var
a16 = this.low_ >>> 16;\n var a00 = this.low_ & 0xFFFF;\n\n var b48 = other.high_ >>> 16;\n var b32 =
other.high_ & 0xFFFF;\n var b16 = other.low_ >>> 16;\n var b00 = other.low_ & 0xFFFF;\n\n var c48 = 0, c32 =
0, c16 = 0, c00 = 0;\n c00 += a00 * b00;\n c16 += c00 >>> 16;\n c00 &= 0xFFFF;\n c16 += a16 * b00;\n c32 +=
c16 >>> 16;\n c16 &= 0xFFFF;\n c16 += a00 * b16;\n c32 += c16 >>> 16;\n c16 &= 0xFFFF;\n c32 += a32 *
b00;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c32 += a16 * b16;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n
c32 += a00 * b32;\n c48 += c32 >>> 16;\n c32 &= 0xFFFF;\n c48 += a48 * b00 + a32 * b16 + a16 * b32 + a00 *
b48;\n c48 &= 0xFFFF;\n return Kotlin.Long.fromBits((c16 << 16) | c00, (c48 << 16) | c32);\n};\n\n\n\n/**\n *
Returns this Long divided by the given one.\n * @param {Kotlin.Long} other Long by which to divide.\n * @return
{!Kotlin.Long}
This Long divided by the given one.\n */\nKotlin.Long.prototype.div = function(other) {\n if (other.isZero()) {\n
throw Error('division by zero');\n } else if (this.isZero()) {\n return Kotlin.Long.ZERO;\n }\n\n if
(this.equalsLong(Kotlin.Long.MIN_VALUE)) {\n if (other.equalsLong(Kotlin.Long.ONE) ||\n
other.equalsLong(Kotlin.Long.NEG_ONE)) {\n return Kotlin.Long.MIN_VALUE; // recall that -MIN_VALUE
== MIN_VALUE\n } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n return Kotlin.Long.ONE;\n
} else {\n // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.\n var halfThis =
this.shiftRight(1);\n var approx = halfThis.div(other).shiftLeft(1);\n if
(approx.equalsLong(Kotlin.Long.ZERO)) {\n return other.isNegative() ? Kotlin.Long.ONE :
Kotlin.Long.NEG_ONE;\n } else {\n var rem = this.subtract(other.multiply(approx));\n var result =
approx.add(rem.div(other));\n return result;\n
}\n }\n } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {\n return Kotlin.Long.ZERO;\n }\n\n if
(this.isNegative()) {\n if (other.isNegative()) {\n return this.negate().div(other.negate());\n } else {\n
return this.negate().div(other).negate();\n }\n } else if (other.isNegative()) {\n return
this.div(other.negate()).negate();\n }\n\n // Repeat the following until the remainder is less than other: find a\n //
floating-point that approximates remainder / other *from below*, add this\n // into the result, and subtract it from
the remainder. It is critical that\n // the approximate value is less than or equal to the real value so that the\n //
remainder never becomes negative.\n var res = Kotlin.Long.ZERO;\n var rem = this;\n while
(rem.greaterThanOrEqual(other)) {\n // Approximate the result of division. This may be a little greater or\n //

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smaller than the actual value.\n var approx = Math.max(1, Math.floor(rem.toNumber() / other.toNumber()));\n
 // We will tweak the approximate result by changing it in the 48-th digit or\n // the smallest non-fractional digit,
whichever is larger.\n var log2 = Math.ceil(Math.log(approx) / Math.LN2);\n var delta = (log2 <= 48) ? 1 :
Math.pow(2, log2 - 48);\n // Decrease the approximation until it is smaller than the remainder. Note\n // that if
it is too large, the product overflows and is negative.\n var approxRes = Kotlin.Long.fromNumber(approx);\n
var approxRem = approxRes.multiply(other);\n while (approxRem.isNegative() || approxRem.greaterThan(rem))
{\n approx -= delta;\n approxRes = Kotlin.Long.fromNumber(approx);\n approxRem =
approxRes.multiply(other);\n }\n // We know the answer can't be zero... and actually, zero would cause\n //
infinite recursion since we would make no progress.\n if (approxRes.isZero()) {\n approxRes =
Kotlin.Long.ONE;\n }\n res = res.add(approxRes);\n rem = rem.subtract(approxRem);\n
 }\n return res;\n};\n\n\n/**\n * Returns this Long modulo the given one.\n * @param {Kotlin.Long} other Long
by which to mod.\n * @return {!Kotlin.Long} This Long modulo the given one.\n
*/\nKotlin.Long.prototype.modulo = function(other) {\n return
this.subtract(this.div(other).multiply(other));\n};\n\n\n/**\n * @return {!Kotlin.Long} The bitwise-NOT of this value.
*/\nKotlin.Long.prototype.not = function() {\n return Kotlin.Long.fromBits(~this.low_, ~this.high_);\n};\n\n\n/**\n * Returns the bitwise-AND of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which
to AND.\n * @return {!Kotlin.Long} The bitwise-AND of this and the other.\n */\nKotlin.Long.prototype.and =
function(other) {\n return Kotlin.Long.fromBits(this.low_ & other.low_,\n
this.high_ &
other.high_);\n};\n\n\n/**\n * Returns the bitwise-OR of this Long and the given one.\n * @param {Kotlin.Long}
other The Long with which to OR.\n * @return {!Kotlin.Long}
The bitwise-OR of this and the other.\n */\nKotlin.Long.prototype.or = function(other) {\n return
Kotlin.Long.fromBits(this.low_ | other.low_,\n
this.high_ | other.high_);\n};\n\n\n/**\n * Returns the bitwise-XOR of this Long and the given one.\n * @param {Kotlin.Long} other The Long with which to
XOR.\n * @return {!Kotlin.Long} The bitwise-XOR of this and the other.\n */\nKotlin.Long.prototype.xor =
function(other) {\n return Kotlin.Long.fromBits(this.low_ ^ other.low_,\n
this.high_ ^
other.high_);\n};\n\n\n/**\n * Returns this Long with bits shifted to the left by the given amount.\n * @param
{number} numBits The number of bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the left by the
given amount.\n */\nKotlin.Long.prototype.shiftLeft = function(numBits) {\n numBits &= 63;\n if (numBits == 0)
{\n return this;\n } else {\n var low = this.low_;\n if (numBits < 32) {\n var high
= this.high_;\n return Kotlin.Long.fromBits(\n low << numBits,\n (high << numBits) | (low >>> (32 -
numBits));\n } else {\n return Kotlin.Long.fromBits(0, low << (numBits - 32));\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount.\n * @param {number} numBits The number of
bits by which to shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount.\n
*/\nKotlin.Long.prototype.shiftRight = function(numBits) {\n numBits &= 63;\n if (numBits == 0) {\n return
this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low = this.low_;\n return
Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high >> numBits);\n } else
{\n return Kotlin.Long.fromBits(\n high >> (numBits - 32),\n high >= 0 ? 0 : -1);\n }\n }\n};\n\n\n/**\n * Returns this Long with bits shifted to the right by the given amount,
with\n * zeros placed into the new leading bits.\n * @param {number} numBits The number of bits by which to
shift.\n * @return {!Kotlin.Long} This shifted to the right by the given amount, with\n * zeros placed into the
new leading bits.\n */\nKotlin.Long.prototype.shiftRightUnsigned = function(numBits) {\n numBits &= 63;\n if
(numBits == 0) {\n return this;\n } else {\n var high = this.high_;\n if (numBits < 32) {\n var low =
this.low_;\n return Kotlin.Long.fromBits(\n (low >>> numBits) | (high << (32 - numBits)),\n high
>>> numBits);\n } else if (numBits == 32) {\n return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n } else {\n return
Kotlin.Long.fromBits(high >>> (numBits - 32), 0);\n }\n }\n};\n\n\n// Support for
Kotlin\nKotlin.Long.prototype.equals = function (other) {\n return other instanceof Kotlin.Long &&
this.equalsLong(other);\n};\n\nKotlin.Long.prototype.compareTo_11rb$ =
Kotlin.Long.prototype.compare;\n\nKotlin.Long.prototype.inc

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= function() {\n return this.add(Kotlin.Long.ONE);\n};\n\nKotlin.Long.prototype.dec = function() {\n return
this.add(Kotlin.Long.NEG_ONE);\n};\n\nKotlin.Long.prototype.valueOf = function() {\n return
this.toNumber();\n};\n\nKotlin.Long.prototype.unaryPlus = function() {\n return
this;\n};\n\nKotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;\n\nKotlin.Long.prototype.inv =
Kotlin.Long.prototype.not;\n\nKotlin.Long.prototype.rangeTo = function (other) {\n return new
Kotlin.kotlin.ranges.LongRange(this, other);\n};\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n * @param {string} id\n * @param {Object} declaration\n\n
*/\n\nKotlin.defineModule = function (id, declaration) {\n};\n\nKotlin.defineInlineFunction = function(tag, fun) {\n
return fun;\n};\n\nKotlin.wrapFunction = function(fun)
{\n var f = function() {\n f = fun();\n return f.apply(this, arguments);\n }; \n return function() {\n
return f.apply(this, arguments);\n }; \n};\n\nKotlin.isTypeOf = function(type) {\n return function (object) {\n
return typeof object === type;\n } \n};\n\nKotlin.isInstanceOf = function (klass) {\n return function (object) {\n
return Kotlin.isType(object, klass);\n } \n};\n\nKotlin.orNull = function (fn) {\n return function (object) {\n
return object == null || fn(object);\n } \n};\n\nKotlin.andPredicate = function (a, b) {\n return function (object)
{\n return a(object) && b(object);\n } \n};\n\nKotlin.kotlinModuleMetadata = function (abiVersion,
moduleName, data) {\n};\n\nKotlin.suspendCall = function(value) {\n return value;\n};\n\nKotlin.coroutineResult
= function(qualifier) {\n throwMarkerError();\n};\n\nKotlin.coroutineController = function(qualifier) {\n
throwMarkerError();\n};\n\nKotlin.coroutineReceiver
= function(qualifier) {\n throwMarkerError();\n};\n\nKotlin.setCoroutineResult = function(value, qualifier) {\n
throwMarkerError();\n};\n\nKotlin.getReifiedTypeParameterKType = function(typeParameter) {\n
throwMarkerError();\n};\n\nfunction throwMarkerError() {\n throw new Error(\n \"This marker function
should never be called. \" +\n \"Looks like compiler did not eliminate it properly. \" +\n \"Please, report
an issue if you caught this exception.\");\n}\n\nKotlin.getFunctionById = function(id, defaultValue) {\n return
function() {\n return defaultValue;\n } \n};\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors. \n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\nKotlin.compareTo = function (a, b) {\n var typeA = typeof a;\n if
(typeA === \"number\") {\n if (typeof b === \"number\") {\n
return Kotlin.doubleCompareTo(a, b);\n } \n return Kotlin.primitiveCompareTo(a, b);\n } \n if
(typeA === \"string\" || typeA === \"boolean\") {\n return Kotlin.primitiveCompareTo(a, b);\n } \n return
a.compareTo_1 1rb$(b);\n};\n\nKotlin.primitiveCompareTo = function (a, b) {\n return a < b ? -1 : a > b ? 1 :
0;\n};\n\nKotlin.doubleCompareTo = function (a, b) {\n if (a < b) return -1;\n if (a > b) return 1;\n\n if (a ===
b) {\n if (a !== 0) return 0;\n\n var ia = 1 / a;\n return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);\n } \n\n
return a !== a ? (b !== b ? 0 : 1) : -1;\n};\n\nKotlin.charInc = function (value) {\n return
Kotlin.toChar(value+1);\n};\n\nKotlin.charDec = function (value) {\n return Kotlin.toChar(value-
1);\n};\n\nKotlin.imul = Math.imul || imul;\n\nKotlin.imulEmulated = imul;\n\nfunction imul(a, b) {\n return ((a &
0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;\n}\n\n(function() {\n
var buf = new ArrayBuffer(8);\n var bufFloat64 = new Float64Array(buf);\n var bufFloat32 = new
Float32Array(buf);\n var bufInt32 = new Int32Array(buf);\n var lowIndex = 0;\n var highIndex = 1;\n\n bufFloat64[0] = -1; // bff00000_00000000\n if (bufInt32[lowIndex] !== 0) {\n lowIndex = 1;\n highIndex
= 0;\n } \n\n Kotlin.doubleToBits = function(value) {\n return Kotlin.doubleToRawBits(isNaN(value) ? NaN
: value);\n }; \n\n Kotlin.doubleToRawBits = function(value) {\n bufFloat64[0] = value;\n return
Kotlin.Long.fromBits(bufInt32[lowIndex], bufInt32[highIndex]);\n }; \n\n Kotlin.doubleFromBits =
function(value) {\n bufInt32[lowIndex] = value.low_;\n bufInt32[highIndex] = value.high_;\n return
bufFloat64[0];\n }; \n\n Kotlin.floatToBits = function(value) {\n return Kotlin.floatToRawBits(isNaN(value)
? NaN : value);\n }; \n\n Kotlin.floatToRawBits = function(value) {\n bufFloat32[0]
= value;\n return bufInt32[0];\n }; \n\n Kotlin.floatFromBits = function(value) {\n bufInt32[0] =
value;\n return bufFloat32[0];\n }; \n\n // returns zero value for number with positive sign bit and non-zero

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value for number with negative sign bit.\n Kotlin.doubleSignBit = function(value) {\n bufFloat64[0] =
value;\n return bufInt32[highIndex] & 0x80000000;\n };;\n Kotlin.numberHashCode = function(obj) {\n
if ((obj | 0) === obj) {\n return obj | 0;\n };\n else {\n bufFloat64[0] = obj;\n return
(bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;\n };\n };\n Kotlin.ensureNotNull = function(x)
{\n return x != null ? x : Kotlin.throwNPE();\n};;\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n
*/\n\nif (typeof String.prototype.startsWith === "undefined") {\n Object.defineProperty(String.prototype,
"startsWith", {\n value: function (searchString, position) {\n position = position || 0;\n return
this.lastIndexOf(searchString, position) === position;\n }\n });\n}\n\nif (typeof String.prototype.endsWith ===
"undefined") {\n Object.defineProperty(String.prototype, "endsWith", {\n value: function (searchString,
position) {\n var subjectString = this.toString();\n if (position === undefined || position >
subjectString.length) {\n position = subjectString.length;\n }\n position -=
searchString.length;\n var lastIndex = subjectString.indexOf(searchString, position);\n return lastIndex
!==- 1 && lastIndex === position;\n }\n });\n}\n\n// ES6 Math polyfills\n\nif (typeof Math.sign ===
"undefined") {\n Math.sign = function(x) {\n
x = +x; // convert to a number\n if (x === 0 || isNaN(x)) {\n return Number(x);\n }\n return x >
0 ? 1 : -1;\n };;\n}\n\nif (typeof Math.trunc === "undefined") {\n Math.trunc = function(x) {\n if (isNaN(x))
{\n return NaN;\n }\n if (x > 0) {\n return Math.floor(x);\n }\n return Math.ceil(x);\n
};;\n}\n\n(function() {\n var epsilon = 2.220446049250313E-16;\n var taylor_2_bound = Math.sqrt(epsilon);\n var
taylor_n_bound = Math.sqrt(taylor_2_bound);\n var upper_taylor_2_bound = 1/taylor_2_bound;\n var
upper_taylor_n_bound = 1/taylor_n_bound;\n\n if (typeof Math.sinh === "undefined") {\n Math.sinh =
function(x) {\n if (Math.abs(x) < taylor_n_bound) {\n var result = x;\n if (Math.abs(x) >
taylor_2_bound) {\n result += (x * x * x) / 6;\n }\n return result;\n }
else {\n var y = Math.exp(x);\n var y1 = 1 / y;\n if (!isFinite(y)) return Math.exp(x -
Math.LN2);\n if (!isFinite(y1)) return -Math.exp(-x - Math.LN2);\n return (y - y1) / 2;\n
}\n };\n }\n\n if (typeof Math.cosh === "undefined") {\n Math.cosh = function(x) {\n var y =
Math.exp(x);\n var y1 = 1 / y;\n if (!isFinite(y) || !isFinite(y1)) return Math.exp(Math.abs(x) -
Math.LN2);\n return (y + y1) / 2;\n };\n }\n\n if (typeof Math.tanh === "undefined") {\n
Math.tanh = function(x) {\n if (Math.abs(x) < taylor_n_bound) {\n var result = x;\n if
(Math.abs(x) > taylor_2_bound) {\n result -= (x * x * x) / 3;\n }\n return result;\n
 }\n else {\n var a = Math.exp(+x), b = Math.exp(-x);\n return a ===
Infinity ? 1 : b === Infinity ? -1 : (a - b) / (a + b);\n }\n };;\n}\n\n // Inverse hyperbolic function
implementations derived from boost special math functions,\n // Copyright Eric Ford & Hubert Holin 2001.\n\n if (typeof Math.asinh === "undefined") {\n var asinh = function(x) {\n if (x >= +taylor_n_bound)\n {\n if (x > upper_taylor_n_bound)\n {\n if (x > upper_taylor_2_bound)\n {\n // approximation by laurent series in 1/x at 0+ order from -1 to 0\n
return
Math.log(x) + Math.LN2;\n }\n else\n {\n // approximation by
laurent series in 1/x at 0+ order from -1 to 1\n
return Math.log(x * 2 + (1 / (x * 2)));\n }\n }\n }\n else\n {\n return
Math.log(x + Math.sqrt(x * x + 1));\n }\n }\n }\n else if (x <= -taylor_n_bound)\n {\n return -asinh(-x);\n }\n else\n {\n // approximation by taylor series in x at 0 up to
order 2\n var result = x;\n if (Math.abs(x) >= taylor_2_bound)\n {\n var x3 =
x * x * x;\n // approximation by taylor series in x at 0 up to order 4\n
result -= x3 / 6;\n }\n return result;\n }\n };\n }\n Math.asinh = asinh;\n }\n\n if (typeof Math.acosh ===
"undefined") {\n Math.acosh = function(x) {\n if (x < 1)\n {\n return NaN;\n }\n else if (x - 1 >= taylor_n_bound)\n {\n if (x > upper_taylor_2_bound)\n {\n // approximation

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nevertheless they can be used in RHS

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of instanceof\n if (klassMetadata == null) {\n return object instanceof klass;\n }\n\n if\n(klassMetadata.kind === Kotlin.Kind.INTERFACE && object.constructor != null) {\n return\nisInheritanceFromInterface(object.constructor, klass);\n }\n\n return false;\n};\n\nKotlin.isNumber = function (a)\n{\n return typeof a === \"number\" || a instanceof Kotlin.Long;\n};\n\nKotlin.isChar = function (value) {\n return\nvalue instanceof Kotlin.BoxedChar;\n};\n\nKotlin.isComparable = function (value) {\n var type = typeof value;\n\n return type === \"string\" ||\n type === \"boolean\" ||\n Kotlin.isNumber(value) ||\n Kotlin.isType(value, Kotlin.kotlin.Comparable);\n};\n\nKotlin.isCharSequence = function (value) {\n return\ntypeof value === \"string\" || Kotlin.isType(value, Kotlin.kotlin.CharSequence);\n};\n\n\"/*\n * Copyright 2010-2020\nJetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed\nby the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get\ndeclarations directly under the module\n\n@PublishedApi\ninternal fun <T> Array(size: Int):\nArray<T>\n\n@JsName(\"newArray\")\nfun <T> newArray(size: Int, initialValue: T) = fillArrayVal(Array<T>(size),\ninitialValue)\n\n@JsName(\"newArrayF\")\ninline fun <T> arrayWithFun(size: Int, init: (Int) -> T) =\nfillArrayFun(Array<T>(size), init)\n\n@JsName(\"fillArray\")\ninline fun <T> fillArrayFun(array: Array<T>, init:\n(Int) -> T): Array<T> {\n for (i in 0..array.size - 1) {\n array[i] = init(i)\n }\n return\narray\n}\n\n@JsName(\"booleanArray\")\nfun booleanArray(size: Int, init: dynamic): Array<Boolean> {\n val\nresult: dynamic = Array<Boolean>(size)\n result.`$type$` = \"BooleanArray\"\n return when (init) {\n null,\ntrue -> fillArrayVal(result, false)\n false -> result\n else -> fillArrayFun<Boolean>(result, init)\n }\n}\n\n@JsName(\"booleanArrayF\")\ninline\nfun booleanArrayWithFun(size: Int, init: (Int) -> Boolean): Array<Boolean> = fillArrayFun(booleanArray(size,\nfalse), init)\n\n@JsName(\"charArray\")\n@Suppress(\"UNUSED_PARAMETER\")\nfun charArray(size: Int, init:\ndynamic): Array<Char> {\n val result = js(\"new Uint16Array(size)\")\n result.`$type$` = \"CharArray\"\n return when (init) {\n null, true, false -> result // For consistency\n else -> fillArrayFun<Char>(result,\ninit)\n }\n}\n\n@JsName(\"charArrayF\")\ninline fun charArrayWithFun(size: Int, init: (Int) -> Char):\nArray<Char> {\n val array = charArray(size, null)\n for (i in 0..array.size - 1) {\n @Suppress(\"UNUSED_VARIABLE\") // used in js block\n val value = init(i)\n js(\"array[i] = value;\")\n }\n return array\n}\n\n@JsName(\"untypedCharArrayF\")\ninline fun untypedCharArrayWithFun(size: Int, init:\n(Int) -> Char): Array<Char> {\n val array = Array<Char>(size)\n for (i in\n0..array.size - 1) {\n @Suppress(\"UNUSED_VARIABLE\") // used in js block\n val value = init(i)\n js(\"array[i] = value;\")\n }\n return array\n}\n\n@JsName(\"longArray\")\nfun longArray(size: Int, init:\ndynamic): Array<Long> {\n val result: dynamic = Array<Long>(size)\n result.`$type$` = \"LongArray\"\n return when (init) {\n null, true -> fillArrayVal(result, 0L)\n false -> result\n else ->\nfillArrayFun<Long>(result, init)\n }\n}\n\n@JsName(\"longArrayF\")\ninline fun longArrayWithFun(size: Int,\ninit: (Int) -> Long): Array<Long> = fillArrayFun(longArray(size, false), init)\n\nprivate fun <T> fillArrayVal(array:\nArray<T>, initialValue: T): Array<T> {\n for (i in 0..array.size - 1) {\n array[i] = initialValue\n }\n return\narray\n}\n\n\"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of\nthis source code is governed by the Apache 2.0 license that can be found in the\nlicense/LICENSE.txt\nfile.\n */\n\npackage kotlin\n\npublic class Enum<T : Enum<T>> : Comparable<Enum<T>> {\n\n @JsName(\"name$\") private var _name: String = \"\"\n @JsName(\"ordinal$\") private var _ordinal: Int = 0\n\n val name: String\n get() = _name\n\n val ordinal: Int\n get() = _ordinal\n\n override fun\ncompareTo(other: Enum<T>) = ordinal.compareTo(other.ordinal)\n\n override fun equals(other: Any?) = this ===\nother\n\n override fun hashCode(): Int = js(\"Kotlin.identityHashCode\") (this)\n\n override fun toString() =\nname\n\n companion object {\n\n \"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language\ncontributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\nlicense/LICENSE.txt\nfile.\n */\n\npackage kotlin.js.internal\n\n@JsName(\"DoubleCompanionObject\")\ninternal\nobject DoubleCompanionObject {\n @JsName(\"MIN_VALUE\")\n const val MIN_VALUE: Double = 4.9E-324\n\n @JsName(\"MAX_VALUE\")\n}
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const val MAX_VALUE: Double = 1.7976931348623157E308\n @JsName("POSITIVE_INFINITY")\n
@Suppress("DIVISION_BY_ZERO")\n const val POSITIVE_INFINITY: Double = 1.0 / 0.0\n\n
@JsName("NEGATIVE_INFINITY")\n @Suppress("DIVISION_BY_ZERO")\n const val
NEGATIVE_INFINITY: Double = -1.0 / 0.0\n\n @JsName("NaN")\n
@Suppress("DIVISION_BY_ZERO")\n const val NaN: Double = -(0.0 / 0.0)\n\n
@JsName("SIZE_BYTES")\n const val SIZE_BYTES = 8\n\n @JsName("SIZE_BITS")\n const val
SIZE_BITS = 64\n}\n\n@JsName("FloatCompanionObject")\ninternal object FloatCompanionObject {\n
@JsName("MIN_VALUE")\n const val MIN_VALUE: Float = 1.4E-45F\n\n @JsName("MAX_VALUE")\n
const val MAX_VALUE: Float = 3.4028235E38F\n\n @JsName("POSITIVE_INFINITY")\n
@Suppress("DIVISION_BY_ZERO")\n const val POSITIVE_INFINITY: Float = 1.0F / 0.0F\n\n
@JsName("NEGATIVE_INFINITY")\n @Suppress("DIVISION_BY_ZERO")\n const
val NEGATIVE_INFINITY: Float = -1.0F / 0.0F\n\n @JsName("NaN")\n
@Suppress("DIVISION_BY_ZERO")\n const val NaN: Float = -(0.0F / 0.0F)\n\n
@JsName("SIZE_BYTES")\n const val SIZE_BYTES = 4\n\n @JsName("SIZE_BITS")\n const val
SIZE_BITS = 32\n}\n\n@JsName("IntCompanionObject")\ninternal object IntCompanionObject {\n
@JsName("MIN_VALUE")\n val MIN_VALUE: Int = -2147483647 - 1\n\n @JsName("MAX_VALUE")\n
val MAX_VALUE: Int = 2147483647\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 4\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 32\n}\n\n@JsName("LongCompanionObject")\ninternal
object LongCompanionObject {\n @JsName("MIN_VALUE")\n val MIN_VALUE: Long =
js("Kotlin.Long.MIN_VALUE")\n\n @JsName("MAX_VALUE")\n val MAX_VALUE: Long =
js("Kotlin.Long.MAX_VALUE")\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 8\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 64\n}\n\n@JsName("ShortCompanionObject")\ninternal
object ShortCompanionObject {\n @JsName("MIN_VALUE")\n val MIN_VALUE: Short = -32768\n\n
@JsName("MAX_VALUE")\n val MAX_VALUE: Short = 32767\n\n @JsName("SIZE_BYTES")\n const
val SIZE_BYTES = 2\n\n @JsName("SIZE_BITS")\n const val SIZE_BITS =
16\n}\n\n@JsName("ByteCompanionObject")\ninternal object ByteCompanionObject {\n
@JsName("MIN_VALUE")\n val MIN_VALUE: Byte = -128\n\n @JsName("MAX_VALUE")\n val
MAX_VALUE: Byte = 127\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 1\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 8\n}\n\n@JsName("CharCompanionObject")\ninternal
object CharCompanionObject {\n @JsName("MIN_VALUE")\n public const val MIN_VALUE: Char =
"\u0000"\n\n @JsName("MAX_VALUE")\n public const val MAX_VALUE: Char = "\uFFFF"\n\n
@JsName("MIN_HIGH_SURROGATE")\n public const val MIN_HIGH_SURROGATE: Char = "\uD800"\n\n
@JsName("MAX_HIGH_SURROGATE")\n
public const val MAX_HIGH_SURROGATE: Char = "\uDBFF"\n\n
@JsName("MIN_LOW_SURROGATE")\n public const val MIN_LOW_SURROGATE: Char = "\uDC00"\n\n
@JsName("MAX_LOW_SURROGATE")\n public const val MAX_LOW_SURROGATE: Char = "\uDFFF"\n\n
@JsName("MIN_SURROGATE")\n public const val MIN_SURROGATE: Char =
MIN_HIGH_SURROGATE\n\n @JsName("MAX_SURROGATE")\n public const val MAX_SURROGATE:
Char = MAX_LOW_SURROGATE\n\n @JsName("SIZE_BYTES")\n const val SIZE_BYTES = 2\n\n
@JsName("SIZE_BITS")\n const val SIZE_BITS = 16\n}\n\ninternal object StringCompanionObject
{\n}\n\ninternal object BooleanCompanionObject {\n}\n\n", /*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ArraysKt")\n\npackage
kotlin.collections\n\n/\n// NOTE:
THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the array.\n * *\n * If the

```



size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.

```

*\/@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component1(): T
{\n return get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1,
throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component1(): Byte {\n return
get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in
Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun
ShortArray.component1(): Short {\n return get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If
the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int
{\n return get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1,
throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {\n return
get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is less than 1, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic
inline operator fun FloatArray.component1(): Float {\n return get(0)\n}\n\n**\n * Returns 1st *element* from the
array.\n * \n * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun
DoubleArray.component1(): Double {\n return get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n *
If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the
behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1():
Boolean {\n return get(0)\n}\n\n**\n * Returns 1st *element* from the array.\n * \n * If the size of this array is
less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1():
Char {\n return get(0)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less
than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component2(): T {\n return
get(1)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {\n return
get(1)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {\n return
get(1)\n}\n\n**\n *
Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {\n return
get(1)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {\n return
get(1)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS where the behavior is unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {\n return
get(1)\n}\n\n**\n * Returns 2nd *element* from the array.\n * \n * If the size of this
array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS where the behavior is
unspecified.\n
*\/@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {\n

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return get(1)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {\n return get(1)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {\n return get(1)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component3(): T {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component3(): Byte {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component3(): Short {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component3(): Int {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component3(): Long {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component3(): Float {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component3(): Double {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component3(): Boolean {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component3(): Char {\n return get(2)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> Array<out T>.component4(): T {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component4(): Byte {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component4(): Short {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component4(): Int {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component4():



`0` Returns `true` if [element] is found in the array. `@Deprecated`("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or 'asList().contains(element: T)' to get the same search behavior as in a list.", ReplaceWith("any { it == element }")) `@DeprecatedSinceKotlin`(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7") `public operator fun FloatArray.contains(element: Float): Boolean` { return any { it == element } } Returns `true` if [element] is found in the array. `@Deprecated`("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'any { it == element }' instead to continue using this behavior, or 'asList().contains(element: T)' to get the same search behavior as in a list.", ReplaceWith("any { it == element }")) `@DeprecatedSinceKotlin`(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7") `public operator fun DoubleArray.contains(element: Double): Boolean` { return any { it == element } } Returns `true` if [element] is found in the array. `public operator fun BooleanArray.contains(element: Boolean): Boolean` { return indexOf(element) >= 0 } Returns `true` if [element] is found in the array. `public operator fun CharArray.contains(element: Char): Boolean` { return indexOf(element) >= 0 } Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun <T> Array<out T>.elementAt(index: Int): T` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun ByteArray.elementAt(index: Int): Byte` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun ShortArray.elementAt(index: Int): Short` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun IntArray.elementAt(index: Int): Int` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun LongArray.elementAt(index: Int): Long` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun FloatArray.elementAt(index: Int): Float` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun DoubleArray.elementAt(index: Int): Double` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun BooleanArray.elementAt(index: Int): Boolean` Returns an element at the given [index] or throws an `[IndexOutOfBoundsException]` if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAt` `public expect fun CharArray.elementAt(index: Int): Char` Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAtOrElse` `@kotlin.internal.InlineOnly` `public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T` { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) } Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array. `@sample` `samples.collections.Collections.Elements.elementAtOrElse` `@kotlin.internal.InlineOnly` `public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte` { return if (index >= 0 && index <= lastIndex)

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get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling
the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) ->
Double): Double {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n
* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrElse\n
*\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) ->
Boolean): Boolean {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.elementAtOrElse(index:
Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {\n return
this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds
of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.elementAtOrNull(index: Int): Byte? {\n return
this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds
of this array.\n * \n * @sample samples.collections.Collections.Elements.elementAtOrNull\n
*\n@kotlin.internal.InlineOnly\npublic
inline fun ShortArray.elementAtOrNull(index: Int): Short? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.elementAtOrNull(index: Int): Int? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at
the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.elementAtOrNull(index: Int): Long? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element
at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample

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samples.collections.Collections.Elements.elementAtOrNull\n *^n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.elementAtOrNull(index:
Int): Float? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the
[index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.elementAtOrNull(index: Int): Double? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.elementAtOrNull(index: Int): Boolean? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.elementAtOrNull(index: Int): Char?
{\n return this.getOrNull(index)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*^n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.find(predicate: (T) -> Boolean): T? {\n
return firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*^n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {\n return
firstOrNull(predicate)\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*^n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {\n
return firstOrNull(predicate)\n}\n\n/**\n
* Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.find(predicate: (Int) -> Boolean): Int? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the first
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.find(predicate: (Long) -> Boolean): Long? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.find(predicate: (Float) -> Boolean): Float? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the
first element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.find(predicate: (Double) -> Boolean): Double? {\n return firstOrNull(predicate)\n}\n\n/**\n *
Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {\n return firstOrNull(predicate)\n}\n\n/**\n *
Returns the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.find(predicate: (Char) -> Boolean): Char? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such
element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*^n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*^n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.findLast(predicate: (Byte) -> Boolean): Byte? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no

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such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.findLast(predicate: (Short) -> Boolean): Short? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if no
such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.findLast(predicate: (Int) -> Boolean): Int? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.findLast(predicate: (Long) -> Boolean): Long? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.findLast(predicate: (Float) -> Boolean): Float? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns
the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.findLast(predicate: (Double) -> Boolean): Double?
{\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.findLast(predicate: (Boolean) -> Boolean):
Boolean? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last element matching the given [predicate],
or `null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.findLast(predicate: (Char) -> Boolean): Char? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if
the array is empty.\n * \n@public fun <T> Array<out T>.first(): T {\n if (isEmpty())\n throw
NoSuchElementException("Array
is empty.")\n return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException
if the array is empty.\n * \n@public fun ByteArray.first(): Byte {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return this[0]\n}\n\n/**\n * Returns the first element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n@public fun ShortArray.first(): Short {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return this[0]\n}\n\n/**\n * Returns the
first element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n@public fun IntArray.first(): Int
{\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return this[0]\n}\n\n/**\n *
Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n@public fun
LongArray.first(): Long {\n if (isEmpty())\n throw NoSuchElementException("Array
is empty.")\n return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException
if the array is empty.\n * \n@public fun FloatArray.first(): Float {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return this[0]\n}\n\n/**\n * Returns the first element.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n@public fun DoubleArray.first(): Double {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return this[0]\n}\n\n/**\n * Returns the
first element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n@public fun
BooleanArray.first(): Boolean {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n
return this[0]\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the array is
empty.\n * \n@public fun CharArray.first(): Char {\n if (isEmpty())\n throw NoSuchElementException("Array
is
empty.")\n return this[0]\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws
[NoSuchElementException] if no such element is found.\n * \n@public inline fun <T> Array<out T>.first(predicate:
(T) -> Boolean): T {\n for (element in this) if (predicate(element)) return element\n throw
NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the first
element matching the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n

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*^public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun ShortArray.first(predicate: (Short) -> Boolean): Short {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun IntArray.first(predicate: (Int) -> Boolean): Int {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun LongArray.first(predicate: (Long) -> Boolean): Long {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first element matching the given [predicate].
* @throws [NoSuchElementException] if no such element is found.

*^public inline fun CharArray.first(predicate: (Char) -> Boolean): Char {
 for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
}

* Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order.
* or throws [NoSuchElementException] if no non-null value was produced.
* @sample samples.collections.Collections.Transformations.firstNotNullOf

*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly
*^public inline fun <T, R : Any> Array<out T>.firstNotNullOf(transform: (T) -> R?): R {
 return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException("No element of the array was transformed to a non-null value.")
}

* Returns the first non-null value produced by [transform] function being applied to elements of this array in iteration order.
* or `null` if no non-null value was produced.
* @sample samples.collections.Collections.Transformations.firstNotNullOf

*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly
*^public inline fun <T, R : Any> Array<out T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {
 for (element in this) {
 val result = transform(element)
 if (result != null) return result
 }
 return null
}

* Returns the first element, or `null` if the array is empty.

*^public fun <T> Array<out T>.firstOrNull(): T? {
 return if (isEmpty()) null else this[0]
}

* Returns the first element, or `null` if the array is empty.

*^public fun ByteArray.firstOrNull(): Byte? {
 return if (isEmpty()) null else this[0]
}

* Returns the first element, or `null` if the array is empty.

*^public fun ShortArray.firstOrNull(): Short? {
 return if (isEmpty()) null else this[0]
}

* Returns the first element, or `null` if the array is empty.

*^public fun IntArray.firstOrNull(): Int? {
 return if (isEmpty()) null else this[0]
}

* Returns the first element, or `null` if the array is empty.

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the first element, or `null` if the array is empty.\n */\npublic fun LongArray.firstOrNull(): Long? {\n return if
(isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun
FloatArray.firstOrNull(): Float? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element,
or `null` if the array is empty.\n */\npublic fun DoubleArray.firstOrNull(): Double? {\n return if (isEmpty()) null
else this[0]\n}\n\n/**\n * Returns the first element, or `null` if the array is empty.\n */\npublic fun
BooleanArray.firstOrNull(): Boolean? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first
element, or `null` if the array is empty.\n */\npublic
fun CharArray.firstOrNull(): Char? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first
element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T> Array<out
T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return element\n
return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if element was not
found.\n */\npublic inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {\n for (element in this)
if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element matching the given
[predicate], or `null` if element was not found.\n */\npublic inline fun ShortArray.firstOrNull(predicate: (Short) ->
Boolean): Short? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n *
Returns the first element matching the given [predicate], or `null`
if element was not found.\n */\npublic inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {\n for
(element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun
LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {\n for (element in this) if (predicate(element))
return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
element was not found.\n */\npublic inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {\n
for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun
DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {\n for (element in this) if
(predicate(element))
return element\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null` if
element was not found.\n */\npublic inline fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean):
Boolean? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun
CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {\n for (element in this) if (predicate(element)) return
element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> Array<out T>.getOrNull(index: Int, defaultValue: (Int) -> T): T? {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given
[index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.getOrNull(index: Int, defaultValue: (Int) -> Byte):
Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of
this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.getOrNull(index: Int, defaultValue: (Int)
-> Short): Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n *
Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.getOrNull(index: Int,
defaultValue: (Int) -> Int): Int? {\n return if (index >= 0 && index <= lastIndex)
get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun LongArray.getOrNull(index: Int, defaultValue: (Int) -> Long): Long? {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of

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calling the [defaultValue] function if the [index] is out of bounds of this array.\n

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*^@kotlin.internal.InlineOnly\npublic inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float):
Float {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of
this array.\n */\n*^@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.getOrElse(index:
Int, defaultValue: (Int) -> Double): Double {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the [defaultValue]
function if the [index] is out of bounds of this array.\n */\n*^@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {\n return if (index >= 0 && index
<= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result
of calling the [defaultValue] function if the [index] is out of bounds of this array.\n */\n*^@kotlin.internal.InlineOnly\npublic inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char):
Char {\n return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrElseOrNull\n
*^npublic fun <T> Array<out T>.getOrElseOrNull(index: Int): T? {\n return if (index >= 0 && index <= lastIndex)
get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.\n */\n * \n * @sample samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun
ByteArray.getOrElseOrNull(index: Int): Byte? {\n return if (index >= 0 && index <= lastIndex) get(index) else
null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun ShortArray.getOrElseOrNull(index: Int):
Short? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at
the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun IntArray.getOrElseOrNull(index:
Int): Int? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element
at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun LongArray.getOrElseOrNull(index: Int): Long? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun FloatArray.getOrElseOrNull(index: Int): Float? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun DoubleArray.getOrElseOrNull(index: Int): Double?
{\n return if (index >= 0 && index
<= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out
of bounds of this array.\n */\n * \n * @sample samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun
BooleanArray.getOrElseOrNull(index: Int): Boolean? {\n return if (index >= 0 && index <= lastIndex) get(index) else
null\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.\n */\n * \n * @sample samples.collections.Collections.Elements.getOrElseOrNull\n*^npublic fun CharArray.getOrElseOrNull(index: Int):
Char? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of
[element], or -1 if the array does not contain element.\n */\n*^npublic fun <@kotlin.internal.OnlyInputTypes T>
Array<out T>.indexOf(element: T): Int {\n if (element == null) {\n for (index in indices) {\n if
(this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices) {\n if (element == this[index]) {\n return index\n }\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the array does not contain
element.\n */\n*^npublic fun ByteArray.indexOf(element: Byte): Int {\n for (index in indices) {\n if (element ==
this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if
the array does not contain element.\n */\n*^npublic fun ShortArray.indexOf(element: Short): Int {\n for (index in

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indices) {
 if (element == this[index]) {
 return index
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@public fun IntArray.indexOf(element: Int): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@public fun LongArray.indexOf(element: Long): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or 'asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("\`indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7")
@public fun FloatArray.indexOf(element: Float): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed soon. Use 'indexOfFirst { it == element }' instead to continue using this behavior, or 'asList().indexOf(element: T)' to get the same search behavior as in a list.", ReplaceWith("\`indexOfFirst { it == element }"))
@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7")
@public fun DoubleArray.indexOf(element: Double): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@public fun BooleanArray.indexOf(element: Boolean): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns first index of [element], or -1 if the array does not contain element.

@public fun CharArray.indexOf(element: Char): Int {
 for (index in indices) {
 if (element == this[index]) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun <T> Array<out T>.indexOfFirst(predicate: (T) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun ByteArray.indexOfFirst(predicate: (Byte) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun ShortArray.indexOfFirst(predicate: (Short) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun IntArray.indexOfFirst(predicate: (Int) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun LongArray.indexOfFirst(predicate: (Long) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun FloatArray.indexOfFirst(predicate: (Float) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun DoubleArray.indexOfFirst(predicate: (Double) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

@public inline fun BooleanArray.indexOfFirst(predicate: (Boolean) -> Boolean): Int {
 for (index in indices) {
 if (predicate(this[index])) {
 return index
 }
 }
 return -1
}

Returns index of the first element matching the given [predicate], or -1 if the array does not contain such element.

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* Returns index of the first element matching the given [predicate], or -1 if the array does not contain such
element.\n */\npublic inline fun CharArray.indexOfFirst(predicate: (Char) -> Boolean): Int {\n for (index in
indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns
index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n
*/\npublic inline fun <T> Array<out T>.indexOfLast(predicate: (T) -> Boolean): Int {\n for (index in
indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n
* Returns index of the last element matching the given [predicate], or -1 if the array does not contain such
element.\n */\npublic inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {\n for (index in
indices.reversed()) {\n if (predicate(this[index])) {\n
return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given
[predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {\n for (index in indices.reversed()) {\n if
(predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
IntArray.indexOfLast(predicate: (Int) -> Boolean): Int {\n for (index in indices.reversed()) {\n if
(predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
LongArray.indexOfLast(predicate: (Long) -> Boolean): Int {\n for (index in indices.reversed())
{\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of
the last element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline
fun FloatArray.indexOfLast(predicate: (Float) -> Boolean): Int {\n for (index in indices.reversed()) {\n if
(predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {\n for (index in indices.reversed()) {\n if
(predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the array does not contain such element.\n */\npublic inline fun
BooleanArray.indexOfLast(predicate:
(Boolean) -> Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return
index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -
1 if the array does not contain such element.\n */\npublic inline fun CharArray.indexOfLast(predicate: (Char) ->
Boolean): Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n
}\n }\n return -1\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array
is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Array<out T>.last():
T {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is
empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun ByteArray.last(): Byte {\n if (isEmpty())\n throw NoSuchElementException("Array is
empty.")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun ShortArray.last(): Short {\n if (isEmpty())\n throw NoSuchElementException("Array is
empty.")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun IntArray.last(): Int {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
this[lastIndex]\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the
array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun LongArray.last():
Long {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return this[lastIndex]\n}\n\n/**\n
* Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample

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* @throws NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun BooleanArray.last(predicate: (Boolean) ->
Boolean): Boolean {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n throw NoSuchElementException("Array contains no element
matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws
NoSuchElementException if no such element is found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^public inline fun CharArray.last(predicate: (Char) -> Boolean):
Char {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element))
return element\n }\n throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the
array does not contain element.\n *^public fun <@kotlin.internal.OnlyInputTypes T> Array<out
T>.lastIndexOf(element: T): Int {\n if (element == null) {\n for (index in indices.reversed()) {\n if
(this[index] == null) {\n return index\n }\n }\n } else {\n for (index in indices.reversed())
{\n if (element == this[index]) {\n return index\n }\n }\n }\n return -1\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n *^public fun
ByteArray.lastIndexOf(element: Byte): Int {\n for (index in indices.reversed()) {\n if (element == this[index])
{\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array
does not contain element.\n *^public fun ShortArray.lastIndexOf(element: Short): Int {\n for (index in
indices.reversed()) {\n if (element == this[index])
{\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if the array
does not contain element.\n *^public fun IntArray.lastIndexOf(element: Int): Int {\n for (index in
indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n
* Returns last index of [element], or -1 if the array does not contain element.\n *^public fun
LongArray.lastIndexOf(element: Long): Int {\n for (index in indices.reversed()) {\n if (element ==
this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -1 if
the array does not contain element.\n *^@Deprecated("The function has unclear behavior when searching for NaN
or zero values and will be removed soon. Use 'indexOfLast { it == element }' instead to continue using this
behavior, or '.asList().lastIndexOf(element: T)' to get the same search behavior
as in a list.", ReplaceWith("indexOfLast { it == element }"))\n@DeprecatedSinceKotlin(warningSince = "1.4",
errorSince = "1.6", hiddenSince = "1.7")\npublic fun FloatArray.lastIndexOf(element: Float): Int {\n for (index
in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -
1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n
*^@Deprecated("The function has unclear behavior when searching for NaN or zero values and will be removed
soon. Use 'indexOfLast { it == element }' instead to continue using this behavior, or '.asList().lastIndexOf(element:
T)' to get the same search behavior as in a list.", ReplaceWith("indexOfLast { it == element
}"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6", hiddenSince = "1.7")\npublic fun
DoubleArray.lastIndexOf(element: Double): Int {\n for (index in indices.reversed()) {\n if (element
== this[index]) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns last index of [element], or -
1 if the array does not contain element.\n *^public fun BooleanArray.lastIndexOf(element: Boolean): Int {\n
for (index in indices.reversed()) {\n if (element == this[index]) {\n return index\n }\n }\n return -
1\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain element.\n *^public fun
CharArray.lastIndexOf(element: Char): Int {\n for (index in indices.reversed()) {\n if (element == this[index])
{\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last element, or `null` if the array is
empty.\n * \n * @sample samples.collections.Collections.Elements.last\n *^public fun <T> Array<out
T>.lastOrNull(): T? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null`
if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*^public fun ByteArray.lastOrNull(): Byte? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n
* Returns the last element, or `null` if the array is empty.\n * \n * @sample

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samples.collections.Collections.Elements.last\n *\npublic fun ShortArray.lastOrNull(): Short? {\n return if
(isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n *\npublic fun IntArray.lastOrNull(): Int? {\n return if
(isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n *\npublic fun LongArray.lastOrNull(): Long? {\n return
if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n *\npublic
fun FloatArray.lastOrNull(): Float? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last
element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n *\npublic
fun DoubleArray.lastOrNull(): Double? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the
last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*\npublic fun BooleanArray.lastOrNull(): Boolean? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n *
Returns the last element, or `null` if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic fun CharArray.lastOrNull(): Char? {\n return if
(isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null` if
no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n *\npublic
inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {\n for (index in this.indices.reversed())
{\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun ByteArray.lastOrNull(predicate: (Byte) ->
Boolean): Byte? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun ShortArray.lastOrNull(predicate: (Short) ->
Boolean): Short? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element))
return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null`
if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n *\npublic inline
fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {\n for (index in this.indices.reversed()) {\n val
element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun LongArray.lastOrNull(predicate: (Long) ->
Boolean): Long? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun FloatArray.lastOrNull(predicate: (Float) ->
Boolean): Float? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun DoubleArray.lastOrNull(predicate: (Double) ->
Boolean): Double? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the given
[predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun BooleanArray.lastOrNull(predicate: (Boolean)
-> Boolean): Boolean? {\n for (index in this.indices.reversed())
{\n val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n *\npublic inline fun CharArray.lastOrNull(predicate: (Char) ->

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Boolean): Char? {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if
(predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.random(): T {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.random():
Byte {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun ShortArray.random(): Short {\n return random(Random)\n}\n\n/**\n * Returns a random element from
this array.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.random(): Int {\n return
random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.random(): Long {\n return random(Random)\n}\n\n/**\n * Returns a random element from
this array.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.random():
Float {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.random(): Double {\n return random(Random)\n}\n\n/**\n * Returns a random element
from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.random(): Boolean {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n * \n * @throws
NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline fun CharArray.random(): Char {\n return random(Random)\n}\n\n/**\n * Returns a random element from
this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is
empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic fun
<T> Array<out T>.random(random: Random): T {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if
this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic fun ByteArray.random(random: Random): Byte {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic
fun ShortArray.random(random: Random): Short {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException
if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic fun IntArray.random(random: Random): Int {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic
fun LongArray.random(random: Random): Long {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if
this array is empty.\n\n*/\n\n@SinceKotlin("1.3")\npublic fun FloatArray.random(random: Random): Float {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from

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this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is
empty.\n *\n@SinceKotlin("1.3")\npublic fun DoubleArray.random(random: Random): Double {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n *\n@SinceKotlin("1.3")\npublic
fun BooleanArray.random(random: Random): Boolean {\n if (isEmpty())\n throw
NoSuchElementException("Array is empty.")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random
element from this array using the specified source of randomness.\n * \n * @throws NoSuchElementException if
this array is empty.\n *\n@SinceKotlin("1.3")\npublic fun CharArray.random(random: Random): Char {\n if
(isEmpty())\n throw NoSuchElementException("Array is empty.")\n
return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is
empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <T> Array<out T>.randomOrNull(): T? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun ByteArray.randomOrNull(): Byte? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun ShortArray.randomOrNull(): Short? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun IntArray.randomOrNull(): Int? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random
element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun LongArray.randomOrNull(): Long? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun FloatArray.randomOrNull(): Float? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun DoubleArray.randomOrNull(): Double? {\n return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun BooleanArray.randomOrNull(): Boolean? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun CharArray.randomOrNull(): Char? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array using the specified source of randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T> Array<out
T>.randomOrNull(random: Random): T? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using
the specified source of randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
ByteArray.randomOrNull(random: Random): Byte? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
ShortArray.randomOrNull(random: Random): Short? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
IntArray.randomOrNull(random: Random): Int? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns
a random element from this array using the specified source of randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
LongArray.randomOrNull(random: Random): Long? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
FloatArray.randomOrNull(random: Random): Float? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
DoubleArray.randomOrNull(random: Random): Double? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of randomness, or `null` if this array is
empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
BooleanArray.randomOrNull(random: Random): Boolean? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
CharArray.randomOrNull(random: Random): Char? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the array is empty or
has more than one element.\n
*/\npublic fun <T> Array<out T>.single(): T {\n return when (size) {\n 0 ->
throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n
else -> throw IllegalArgumentException("Array has more than one element.")\n } }\n\n/**\n * Returns the
single element, or throws an exception if the array is empty or has more than one element.\n
*/\npublic fun
ByteArray.single(): Byte {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
} }\n\n/**\n * Returns the single element, or throws an exception if the array is empty or has more than one
element.\n
*/\npublic fun ShortArray.single(): Short {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n } }\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n
*/\npublic fun IntArray.single(): Int {\n return when
(size) {\n 0 -> throw NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n } }\n\n/**\n * Returns the single element, or
throws an exception if the array is empty or has more than one element.\n
*/\npublic fun LongArray.single(): Long {\n return when (size) {\n 0 -> throw
NoSuchElementException("Array is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("Array has more than one element.")\n } }\n\n/**\n * Returns the
single element, or throws an exception if the array is empty or has more than one element.\n
*/\npublic fun
FloatArray.single(): Float {\n return when (size) {\n 0 -> throw NoSuchElementException("Array is
empty.")\n 1 -> this[0]\n else -> throw IllegalArgumentException("Array has more than one element.")\n
} }\n\n/**\n * Returns the single element, or throws an exception if the array

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more than one matching element.\n *\npublic inline fun DoubleArray.single(predicate: (Double) -> Boolean):
Double {\n var single: Double? = null\n var found = false\n for (element in this) {\n if (predicate(element))
{\n if (found) throw IllegalArgumentException("\nArray contains more than one matching element.\n")\n }
single = element\n found = true\n }\n if (!found) throw NoSuchElementException("\nArray
contains no element matching the predicate.\n")\n @Suppress("\nUNCHECKED_CAST\n")\n return single as
Double\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or
more than one matching element.\n *\npublic inline fun BooleanArray.single(predicate:
(Boolean) -> Boolean): Boolean {\n var single: Boolean? = null\n var found = false\n for (element in this) {\n
if (predicate(element)) {\n if (found) throw IllegalArgumentException("\nArray contains more than one
matching element.\n")\n single = element\n found = true\n }\n if (!found) throw
NoSuchElementException("\nArray contains no element matching the predicate.\n")\n @Suppress("\nUNCHECKED_CAST\n")
return single as Boolean\n}\n\n/**\n * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.\n *\npublic
inline fun CharArray.single(predicate: (Char) -> Boolean): Char {\n var single: Char? = null\n var found =
false\n for (element in this) {\n if (predicate(element)) {\n if (found) throw
IllegalArgumentException("\nArray contains more than one matching element.\n")\n single = element\n
found = true\n }\n if (!found) throw NoSuchElementException("\nArray contains no element
matching the predicate.\n")\n @Suppress("\nUNCHECKED_CAST\n")\n return single as Char\n}\n\n/**\n *
Returns single element, or `null` if the array is empty or has more than one element.\n *\npublic fun <T> Array<out
T>.singleOrNull(): T? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if
the array is empty or has more than one element.\n *\npublic fun ByteArray.singleOrNull(): Byte? {\n return if
(size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one
element.\n *\npublic fun ShortArray.singleOrNull(): Short? {\n return if (size == 1) this[0] else null\n}\n\n/**\n *
Returns single element, or `null` if the array is empty or has more than one element.\n *\npublic fun
IntArray.singleOrNull(): Int? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null`
if the array is empty or has more than one element.\n *\npublic fun
LongArray.singleOrNull(): Long? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element,
or `null` if the array is empty or has more than one element.\n *\npublic fun FloatArray.singleOrNull(): Float? {\n
return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more
than one element.\n *\npublic fun DoubleArray.singleOrNull(): Double? {\n return if (size == 1) this[0] else
null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n *\npublic
fun BooleanArray.singleOrNull(): Boolean? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single
element, or `null` if the array is empty or has more than one element.\n *\npublic fun CharArray.singleOrNull():
Char? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns
the single element matching the given [predicate], or `null` if element was not found or more than one element was
found.\n *\npublic inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {\n var single: T? =
null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n
single = element\n found = true\n }\n if (!found) return null\n return single\n}\n\n/**\n *
Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n *\npublic inline fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {\n var
single: Byte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if
(found) return null\n single = element\n found = true\n }\n if (!found) return null\n return
single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or
more than one element was found.\n *\npublic inline fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {\n
var single: Short? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if
(found) return null\n single = element\n found = true\n }\n if (!found) return null\n return
single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or

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more than one element was found.\n */\npublic inline fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int?
{\n var single: Int? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n
if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n
return single\n}\n\n/**\n
* Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {\n var
single: Long? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if
(found) return null\n single = element\n found = true\n }\n }\n }\n if (!found) return null\n return
single\n}\n\n/**\n
* Returns the single element matching the given [predicate], or `null` if element was not found or
more than one element was found.\n */\npublic inline fun FloatArray.singleOrNull(predicate: (Float) -> Boolean):
Float? {\n var single: Float? = null\n var found = false\n for (element in this) {\n if (predicate(element))
{\n if (found) return null\n single = element\n found = true\n }\n }\n }\n if (!found) return
null\n
return single\n}\n\n/**\n
* Returns the single element matching the given [predicate], or `null` if element was not
found or more than one element was found.\n */\npublic inline fun DoubleArray.singleOrNull(predicate: (Double) -
> Boolean): Double? {\n var single: Double? = null\n var found = false\n for (element in this) {\n if
(predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n }\n if (!found) return null\n return
single\n}\n\n/**\n
* Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun
BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {\n var single: Boolean? = null\n var
found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single
= element\n found = true\n }\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n
* Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n */\npublic inline fun
CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {\n var single: Char? = null\n var found = false\n
for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n
 found = true\n }\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun <T> Array<out T>.drop(n: Int): List<T> {\n
require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ByteArray.drop(n: Int): List<Byte> {\n
require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun ShortArray.drop(n: Int): List<Short> {\n
require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun IntArray.drop(n: Int): List<Int> {\n
require(n
>= 0) { "Requested element count $n is less than zero." }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n */\npublic fun LongArray.drop(n: Int): List<Long> {\n
require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n
* Returns a list containing all elements except first [n] elements.\n * \n * @throws

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IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun FloatArray.drop(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun DoubleArray.drop(n: Int): List<Double> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun BooleanArray.drop(n: Int): List<Boolean>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun CharArray.drop(n: Int): List<Char> {\n
require(n >= 0) { \"Requested element
count $n is less than zero.\" }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list
containing all elements except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n *
\n * @sample samples.collections.Collections.Transformations.drop\n *^\npublic fun <T> Array<out T>.dropLast(n:
Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun ByteArray.dropLast(n: Int): List<Byte> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is
negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n *^\npublic fun
ShortArray.dropLast(n: Int): List<Short> {\n require(n >= 0) { \"Requested element count $n is less than zero.\"
}\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n]
elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun IntArray.dropLast(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun LongArray.dropLast(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return
take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n *
\n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun FloatArray.dropLast(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *^\npublic fun DoubleArray.dropLast(n: Int): List<Double>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*^\npublic fun BooleanArray.dropLast(n: Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n
is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements

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except last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic fun CharArray.dropLast(n: Int): List<Char> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -
n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic inline fun <T>
Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex downTo 0) {\n if
(!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that
satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic
inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {\n for (index in lastIndex
downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return
emptyList()\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic inline fun
ShortArray.dropLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in lastIndex downTo 0) {\n
 if (!predicate(this[index])) {\n return take(index + 1)\n }\n}\n return emptyList()\n}\n\n/**\n *
Returns a list containing all elements except last elements that satisfy the
given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic inline fun
IntArray.dropLastWhile(predicate: (Int) -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if
(!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns
a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun LongArray.dropLastWhile(predicate:
(Long) -> Boolean): List<Long> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n
 return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun FloatArray.dropLastWhile(predicate:
(Float) -> Boolean): List<Float> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n
 return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun DoubleArray.dropLastWhile(predicate:
(Double) -> Boolean): List<Double> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n
 return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun
BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {\n for (index in lastIndex
downTo 0) {\n if (!predicate(this[index])) {\n return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all
elements except last elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun CharArray.dropLastWhile(predicate:
(Char) -> Boolean): List<Char> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n
 return take(index + 1)\n }\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements
except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun <T> Array<out
T>.dropWhile(predicate: (T) -> Boolean): List<T> {\n var yielding = false\n val list = ArrayList<T>()\n for
(item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n
 yielding
= true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy
the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic inline
fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {\n var yielding = false\n val list =

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ArrayList<Byte>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n
list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun ShortArray.dropWhile(predicate:
(Short) -> Boolean): List<Short> {\n var yielding = false\n val list = ArrayList<Short>()\n for (item in this)\n
if (yielding)\n list.add(item)\n else if (!predicate(item))\n
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun IntArray.dropWhile(predicate: (Int) ->
Boolean): List<Int> {\n var yielding = false\n val list = ArrayList<Int>()\n for (item in this)\n if
(yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n
}\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic inline fun
LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {\n var yielding = false\n val list =
ArrayList<Long>()\n for (item in this)\n if (yielding)\n
list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return
list\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy the given [predicate].\n * \n
* @sample samples.collections.Collections.Transformations.drop\n *\npublic inline fun
FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {\n var yielding = false\n val list =
ArrayList<Float>()\n for (item in this)\n if (yielding)\n
list.add(item)\n else if (!predicate(item))\n
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun DoubleArray.dropWhile(predicate:
(Double) -> Boolean): List<Double> {\n var yielding = false\n val list = ArrayList<Double>()\n
for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n
list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements
except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic inline fun BooleanArray.dropWhile(predicate:
(Boolean) -> Boolean): List<Boolean> {\n var yielding = false\n val list = ArrayList<Boolean>()\n for (item in
this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n
yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all elements except first elements that
satisfy the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.drop\n *\npublic
inline fun CharArray.dropWhile(predicate: (Char) -> Boolean):
List<Char> {\n var yielding = false\n val list = ArrayList<Char>()\n for (item in this)\n if (yielding)\n
list.add(item)\n else if (!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return
list\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n *\npublic inline fun <T> Array<out T>.filter(predicate: (T) ->
Boolean): List<T> {\n return filterTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*\npublic inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {\n return
filterTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given
[predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*\npublic inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {\n return
filterTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given
[predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n *\npublic inline fun
IntArray.filter(predicate: (Int) -> Boolean): List<Int> {\n return filterTo(ArrayList<Int>(), predicate)\n}\n\n/**\n
* Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n *\npublic inline fun LongArray.filter(predicate: (Long) ->

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Boolean): List<Long> {\n return filterTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing
only elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*/\n\npublic inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {\n return
filterTo(ArrayList<Float>(), predicate)\n}\n\n/**\n
* Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\n\npublic inline fun DoubleArray.filter(predicate: (Double) ->
Boolean): List<Double> {\n return filterTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list
containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\n\npublic inline fun BooleanArray.filter(predicate: (Boolean) ->
Boolean): List<Boolean> {\n return filterTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list
containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n */\n\npublic inline fun CharArray.filter(predicate: (Char) ->
Boolean): List<Char> {\n return filterTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Returns a list containing
only elements matching the given [predicate].\n * @param [predicate] function
that takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the
element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun <T>
Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {\n return
filterIndexedTo(ArrayList<T>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given
[predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and returns
the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun ByteArray.filterIndexed(predicate:
(index: Int, Byte) -> Boolean): List<Byte> {\n return filterIndexedTo(ArrayList<Byte>(), predicate)\n}\n\n/**\n *
Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes
the index of an element and
the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun ShortArray.filterIndexed(predicate:
(index: Int, Short) -> Boolean): List<Short> {\n return filterIndexedTo(ArrayList<Short>(), predicate)\n}\n\n/**\n
* Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes
the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n
* @sample samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun
IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {\n return
filterIndexedTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result
of predicate evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*/\n\npublic inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {\n return
filterIndexedTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun FloatArray.filterIndexed(predicate:
(index: Int, Float) -> Boolean): List<Float> {\n return filterIndexedTo(ArrayList<Float>(), predicate)\n}\n\n/**\n
* Returns a list containing only elements matching the given [predicate].\n * @param [predicate] function that takes
the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n
* @sample samples.collections.Collections.Filtering.filterIndexed\n */\n\npublic inline fun
DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {\n return
filterIndexedTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample

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samples.collections.Collections.Filtering.filterIndexed\n *
\npublic inline fun BooleanArray.filterIndexed(predicate:
(index: Int, Boolean) -> Boolean): List<Boolean> {\n return filterIndexedTo(ArrayList<Boolean>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * @param
[predicate] function that takes the index of an element and the element itself\n * and returns the result of predicate
evaluation on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*/\npublic inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {\n return
filterIndexedTo(ArrayList<Char>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate] to
the given [destination].\n * @param [predicate] function that takes the index of an element and the element itself\n *
and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <T, C : MutableCollection<in T>>
Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed {
index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *
@param [predicate] function that takes the index of an element and the element itself\n *
and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Byte>>
ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {\n forEachIndexed {
index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *
@param [predicate] function that takes the index of an element and the element itself\n *
and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Short>>
ShortArray.filterIndexedTo(destination: C, predicate:
(index: Int, Short) -> Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))
destination.add(element)\n
}\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given
[destination].\n * @param [predicate] function that takes the index of an element and the element itself\n *
and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Int>>
IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {\n forEachIndexed { index,
element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n *
Appends all elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that
takes the index of an element and the element itself\n * and returns the result of predicate evaluation on the
element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C :
MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) ->
Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))
destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C : MutableCollection<in Float>>
FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {\n forEachIndexed {
index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return
destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n *
@param [predicate] function that takes
the index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n *
\n * @sample samples.collections.Collections.Filtering.filterIndexedTo\n */\npublic inline fun <C :
MutableCollection<in Double>> DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) ->
Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))
destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given

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[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n * \n\npublic inline fun <C : MutableCollection<in
Boolean>> BooleanArray.filterIndexedTo(destination: C, predicate: (index: Int, Boolean) -> Boolean): C {\n
forEachIndexed { index, element ->\n
 if (predicate(index, element)) destination.add(element)\n
} \n
return destination\n}\n\n/**\n * Appends all
elements matching the given [predicate] to the given [destination].\n * @param [predicate] function that takes the
index of an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n *
@sample samples.collections.Collections.Filtering.filterIndexedTo\n * \n\npublic inline fun <C :
MutableCollection<in Char>> CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean):
C {\n
forEachIndexed { index, element ->\n
 if (predicate(index, element)) destination.add(element)\n
} \n
return destination\n}\n\n/**\n * Returns a list containing all elements that are instances of specified type parameter
R.\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstance\n * \n\npublic inline fun <reified R>
Array<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> {\n
return
filterIsInstanceTo(ArrayList<R>())\n}\n\n/**\n
* Appends all elements that are instances of specified type parameter R to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstanceTo\n * \n\npublic inline fun <reified R, C :
MutableCollection<in R>> Array<*>.filterIsInstanceTo(destination: C): C {\n
for (element in this) if (element is
R) destination.add(element)\n
return destination\n}\n\n/**\n * Returns a list containing all elements not matching
the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun <T>
Array<out T>.filterNot(predicate: (T) -> Boolean): List<T> {\n
return filterNotTo(ArrayList<T>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun ByteArray.filterNot(predicate: (Byte) ->
Boolean): List<Byte> {\n
return filterNotTo(ArrayList<Byte>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun ShortArray.filterNot(predicate: (Short) ->
Boolean): List<Short> {\n
return filterNotTo(ArrayList<Short>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun IntArray.filterNot(predicate: (Int) -> Boolean):
List<Int> {\n
return filterNotTo(ArrayList<Int>(), predicate)\n}\n\n/**\n * Returns a list containing all elements
not matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n * \n\npublic
inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {\n
return
filterNotTo(ArrayList<Long>(), predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the
given [predicate].\n
* \n * @sample samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun
FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {\n
return filterNotTo(ArrayList<Float>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun DoubleArray.filterNot(predicate: (Double) ->
Boolean): List<Double> {\n
return filterNotTo(ArrayList<Double>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline fun BooleanArray.filterNot(predicate: (Boolean) -
> Boolean): List<Boolean> {\n
return filterNotTo(ArrayList<Boolean>(), predicate)\n}\n\n/**\n * Returns a list
containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n * \n\npublic inline
fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {\n
return filterNotTo(ArrayList<Char>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements that are not `null`.\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNull\n * \n\npublic fun <T : Any> Array<out T?>.filterNotNull():
List<T> {\n
return filterNotNullTo(ArrayList<T>())\n}\n\n/**\n * Appends all elements that are not `null` to the

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given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterNotNullTo\n *^\npublic fun <C
: MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {\n for (element in this) if
(element != null) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*^\npublic inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination:
C, predicate: (T) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n
return destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given
[destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C :
MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {\n for
(element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all
elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Short>>
ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Int>>
IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {\n for
(element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all
elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Long>>
LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Float>>
FloatArray.filterNotTo(destination: C, predicate:
(Float) -> Boolean): C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return
destination\n}\n\n/**\n * Appends all elements not matching the given [predicate] to the given [destination].\n * \n *
@sample samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in
Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Boolean>>
BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {\n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Char>>
CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {\n
for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends
all elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <T, C : MutableCollection<in T>>
Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in this) if
(predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*^\npublic inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) ->
Boolean):
C {\n for (element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n *^\npublic inline fun <C : MutableCollection<in Short>>

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ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean):
C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Long>>
LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) ->
Boolean): C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C
{
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Append all elements matching the given [predicate] to the given [destination].
@sample samples.collections.Collections.Filtering.filterTo
public inline fun <C : MutableCollection<in Char>>
CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
 for (element in this) if (predicate(element)) destination.add(element)
 return destination
}
Returns a list containing elements at indices in the specified [indices] range.
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun ByteArray.slice(indices: IntRange): List<Byte> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun ShortArray.slice(indices: IntRange): List<Short> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun IntArray.slice(indices: IntRange): List<Int> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun LongArray.slice(indices: IntRange): List<Long> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun FloatArray.slice(indices: IntRange): List<Float> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun DoubleArray.slice(indices: IntRange): List<Double> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at indices in the specified [indices] range.
public fun CharArray.slice(indices: IntRange): List<Char> {
 if (indices.isEmpty()) return listOf()
 return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}
Returns a list containing elements at specified [indices].
public fun <T> Array<out T>.slice(indices: Iterable<Int>): List<T> {
 val size = indices.collectionSizeOrDefault(10)
 if (size == 0)

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return emptyList()\n val list = ArrayList<T>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun

ByteArray.slice(indices: Iterable<Int>): List<Byte> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Byte>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun ShortArray.slice(indices: Iterable<Int>): List<Short> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Short>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun IntArray.slice(indices: Iterable<Int>): List<Int> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Int>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun LongArray.slice(indices: Iterable<Int>): List<Long> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Long>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun FloatArray.slice(indices: Iterable<Int>): List<Float> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Float>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Double>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun BooleanArray.slice(indices: Iterable<Int>): List<Boolean> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Boolean>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n */\npublic fun CharArray.slice(indices: Iterable<Int>): List<Char> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<Char>(size)\n for (index in indices) {\n list.add(get(index))\n }\n return list\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun <T> Array<T>.sliceArray(indices: Collection<Int>): Array<T> {\n val result = arrayOfNulls(this, indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun ByteArray.sliceArray(indices: Collection<Int>): ByteArray {\n val result = ByteArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun ShortArray.sliceArray(indices: Collection<Int>): ShortArray {\n val result = ShortArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun IntArray.sliceArray(indices: Collection<Int>): IntArray {\n val result = IntArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun LongArray.sliceArray(indices: Collection<Int>): LongArray {\n val result = LongArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {\n val result = FloatArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at specified [indices].\n */\npublic fun DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {\n val result = DoubleArray(indices.size)\n}

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var targetIndex = 0\n for (sourceIndex in indices) {\n result[targetIndex++] =
 this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements of this array at
specified [indices].\n */\npublic fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {\n val
result = BooleanArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements
of this array at specified [indices].\n */\npublic fun CharArray.sliceArray(indices: Collection<Int>): CharArray {\n
val result = CharArray(indices.size)\n var targetIndex = 0\n for (sourceIndex in indices) {\n
result[targetIndex++] = this[sourceIndex]\n }\n return result\n}\n\n/**\n * Returns an array containing elements
at indices in the specified [indices] range.\n */\npublic fun <T> Array<T>.sliceArray(indices: IntRange): Array<T>
{\n if (indices.isEmpty()) return copyOfRange(0, 0)\n return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun ByteArray.sliceArray(indices: IntRange): ByteArray {\n if (indices.isEmpty()) return
ByteArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array
containing elements at indices in the specified [indices] range.\n */\npublic fun ShortArray.sliceArray(indices:
IntRange): ShortArray {\n if (indices.isEmpty()) return ShortArray(0)\n return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun IntArray.sliceArray(indices: IntRange): IntArray {\n if (indices.isEmpty()) return
IntArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array
containing elements at indices in the specified [indices] range.\n */\npublic fun LongArray.sliceArray(indices:
IntRange): LongArray {\n if (indices.isEmpty()) return LongArray(0)\n return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun FloatArray.sliceArray(indices: IntRange): FloatArray {\n if (indices.isEmpty()) return
FloatArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns an array
containing elements at indices in the specified [indices] range.\n */\npublic fun DoubleArray.sliceArray(indices:
IntRange): DoubleArray {\n if (indices.isEmpty()) return DoubleArray(0)\n return copyOfRange(indices.start,
indices.endInclusive + 1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices]
range.\n */\npublic fun BooleanArray.sliceArray(indices: IntRange): BooleanArray {\n if (indices.isEmpty())
return BooleanArray(0)\n return copyOfRange(indices.start, indices.endInclusive +
1)\n}\n\n/**\n * Returns an array containing elements at indices in the specified [indices] range.\n */\npublic fun
CharArray.sliceArray(indices: IntRange): CharArray {\n if (indices.isEmpty()) return CharArray(0)\n return
copyOfRange(indices.start, indices.endInclusive + 1)\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun <T> Array<out T>.take(n: Int): List<T> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<T>(n)\n for
(item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n */\n * @throws IllegalArgumentException if [n] is
negative.\n */\n * @sample samples.collections.Collections.Transformations.take\n */\npublic fun
ByteArray.take(n: Int): List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if
(n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n
val list = ArrayList<Byte>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n break\n
}\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample
samples.collections.Collections.Transformations.take\n */\npublic fun ShortArray.take(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Short>(n)\n for
(item

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in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list
containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun IntArray.take(n: Int): List<Int> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Int>(n)\n for
(item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun LongArray.take(n: Int): List<Long> {\n
require(n >= 0) { \"Requested element
count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >= size) return toList()\n if (n == 1)
return listOf(this[0])\n var count = 0\n val list = ArrayList<Long>(n)\n for (item in this) {\n
list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns a list containing first
[n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun FloatArray.take(n: Int): List<Float> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Float>(n)\n for
(item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns
a list containing first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun DoubleArray.take(n: Int): List<Double> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Double>(n)\n
for (item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n *
Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.}\n\npublic fun BooleanArray.take(n: Int):
List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return
emptyList()\n if (n >= size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n
 val list = ArrayList<Boolean>(n)\n for (item in this) {\n list.add(item)\n if (++count == n)\n
break\n }\n return list\n}\n\n/**\n * Returns a list containing first [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun CharArray.take(n: Int): List<Char> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n if (n >=
size) return toList()\n if (n == 1) return listOf(this[0])\n var count = 0\n val list = ArrayList<Char>(n)\n for
(item in this) {\n list.add(item)\n if (++count == n)\n break\n }\n return list\n}\n\n/**\n * Returns
a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun <T> Array<out T>.takeLast(n:
Int): List<T> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return
emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list
= ArrayList<T>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n *
Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.}\n\npublic fun ByteArray.takeLast(n: Int):
List<Byte> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return
emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list
= ArrayList<Byte>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n *
Returns a list containing last [n] elements.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic fun ShortArray.takeLast(n: Int): List<Short> {\n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size =

```



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size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Short>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last\n [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun IntArray.takeLast(n: Int): List<Int> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size =\n size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val\n list = ArrayList<Int>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun LongArray.takeLast(n: Int):\n List<Long> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return\n emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list\n = ArrayList<Long>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun FloatArray.takeLast(n: Int):\n List<Float> {\n require(n >= 0) { \"Requested element count\n $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size = size\n if (n >= size) return toList()\n if\n (n == 1) return listOf(this[size - 1])\n val list = ArrayList<Float>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun DoubleArray.takeLast(n: Int): List<Double>\n {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val\n size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list =\n ArrayList<Double>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun BooleanArray.takeLast(n:\n Int): List<Boolean> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return\n emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list\n = ArrayList<Boolean>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic fun CharArray.takeLast(n: Int):\n List<Char> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return\n emptyList()\n val size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list\n = ArrayList<Char>(n)\n for (index in size\n - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n * Returns a list containing last elements\n satisfying the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic\n inline fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {\n for (index in lastIndex\n downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return\n toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic inline fun ByteArray.takeLastWhile(predicate:\n (Byte) -> Boolean): List<Byte> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements\n satisfying the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic inline fun ShortArray.takeLastWhile(predicate: (Short) -> Boolean): List<Short> {\n for (index in\n lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return\n toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.take\n */\npublic inline fun IntArray.takeLastWhile(predicate: (Int)\n -> Boolean): List<Int> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index])) {\n return\n drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the

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* Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n *\npublic inline fun CharArray.takeWhile(predicate: (Char
-> Boolean): List<Char> {\n val list = ArrayList<Char>()\n for (item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic
fun <T> Array<T>.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var
reverseIndex = lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] =
this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the
array in-place.\n *\npublic fun ByteArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0)
return\n var reverseIndex = lastIndex\n for (index in 0..midPoint)\n {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun ShortArray.reverse():
Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index
in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] =
tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun IntArray.reverse():
Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index
in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] =
tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun LongArray.reverse():
Unit {\n val
midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint)
{\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun FloatArray.reverse():
Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index
in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] =
tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun
DoubleArray.reverse(): Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex =
lastIndex\n for (index in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n
this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun BooleanArray.reverse(): Unit {\n val
midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index in 0..midPoint)
{\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] = tmp\n
reverseIndex--\n }\n}\n\n/**\n * Reverses elements in the array in-place.\n *\npublic fun CharArray.reverse():
Unit {\n val midPoint = (size / 2) - 1\n if (midPoint < 0) return\n var reverseIndex = lastIndex\n for (index
in 0..midPoint) {\n val tmp = this[index]\n this[index] = this[reverseIndex]\n this[reverseIndex] =
tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements of the array in the specified range in-place.\n * \n * @param
fromIndex the start of the range (inclusive) to reverse.\n * @param toIndex the end of the range (exclusive) to
reverse.\n * \n * @throws IndexOutOfBoundsException
if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\npublic fun <T>
Array<T>.reverse(fromIndex: Int, toIndex: Int): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex,
size)\n val midPoint = (fromIndex + toIndex) / 2\n if (fromIndex == midPoint) return\n var reverseIndex =
toIndex - 1\n for (index in fromIndex until midPoint) {\n val tmp = this[index]\n this[index] =
this[reverseIndex]\n this[reverseIndex] = tmp\n reverseIndex--\n }\n}\n\n/**\n * Reverses elements of the
array in the specified range in-place.\n * \n * @param fromIndex the start of the range (inclusive) to reverse.\n *
@param toIndex the end of the range (exclusive) to reverse.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n *\npublic fun
ByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex,
size)\n val midPoint = (fromIndex + toIndex) / 2\n if (fromIndex == midPoint) return\n var reverseIndex =

```



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fun BooleanArray.reverse(fromIndex: Int, toIndex: Int): Unit {
 AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
 val midPoint = (fromIndex + toIndex) / 2
 if (fromIndex == midPoint) return
 var reverseIndex = toIndex - 1
 for (index in fromIndex until midPoint) {
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 }
}

/** Reverses elements of the array in the specified range in-place.
 * @param fromIndex the start of the range (inclusive) to reverse.
 * @param toIndex the end of the range (exclusive) to reverse.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
public fun CharArray.reverse(fromIndex: Int, toIndex: Int): Unit {
 AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
 val midPoint = (fromIndex + toIndex) / 2
 if (fromIndex == midPoint) return
 var reverseIndex = toIndex - 1
 for (index in fromIndex until midPoint) {
 val tmp = this[index]
 this[index] = this[reverseIndex]
 this[reverseIndex] = tmp
 reverseIndex--
 }
}

/** Returns a list with elements in reversed order.
 */
public fun <T> Array<out T>.reversed(): List<T> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun ByteArray.reversed(): List<Byte> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun ShortArray.reversed(): List<Short> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun IntArray.reversed(): List<Int> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun LongArray.reversed(): List<Long> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun FloatArray.reversed(): List<Float> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun DoubleArray.reversed(): List<Double> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun BooleanArray.reversed(): List<Boolean> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns a list with elements in reversed order.
 */
public fun CharArray.reversed(): List<Char> {
 if (isEmpty()) return emptyList()
 val list = toMutableList()
 list.reverse()
 return list
}

/** Returns an array with elements of this array in reversed order.
 */
public fun <T> Array<T>.reversedArray(): Array<T> {
 if (isEmpty()) return this
 val result = arrayOfNulls(this, size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun ByteArray.reversedArray(): ByteArray {
 if (isEmpty()) return this
 val result = ByteArray(size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun ShortArray.reversedArray(): ShortArray {
 if (isEmpty()) return this
 val result = ShortArray(size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun IntArray.reversedArray(): IntArray {
 if (isEmpty()) return this
 val result = IntArray(size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun LongArray.reversedArray(): LongArray {
 if (isEmpty()) return this
 val result = LongArray(size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun FloatArray.reversedArray(): FloatArray {
 if (isEmpty()) return this
 val result = FloatArray(size)
 val lastIndex = lastIndexOf
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

/** Returns an array with elements of this array in reversed order.
 */
public fun DoubleArray.reversedArray():

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DoubleArray {
 if (isEmpty()) return this
 val result = DoubleArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]

 return result
}

* Returns an array with elements of this array in reversed order.
public fun BooleanArray.reversedArray(): BooleanArray {
 if (isEmpty()) return this
 val result = BooleanArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

* Returns an array with elements of this array in reversed order.
public fun CharArray.reversedArray():
CharArray {
 if (isEmpty()) return this
 val result = CharArray(size)
 val lastIndex = lastIndex
 for (i in 0..lastIndex)
 result[lastIndex - i] = this[i]
 return result
}

* Randomly shuffles elements in this
array in-place.
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(): Unit {
 shuffle(Random)
}

* Randomly shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun ByteArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly
shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun ShortArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun IntArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly
shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun LongArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun FloatArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly
shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun DoubleArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly shuffles elements in this array in-place.
@SinceKotlin("1.4")
public fun BooleanArray.shuffle(): Unit {
 shuffle(Random)
}

* Randomly
shuffles elements in this array in-place using the specified [random] instance as the source of randomness.
* See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun <T> Array<T>.shuffle(random: Random): Unit {
 for (i in lastIndex
downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

* Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.
* See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun ByteArray.shuffle(random: Random): Unit {
 for (i in lastIndex
downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

* Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.
* See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun ShortArray.shuffle(random: Random): Unit {
 for (i in lastIndex
downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

* Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.
* See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun IntArray.shuffle(random: Random): Unit {
 for (i in lastIndex
downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

* Randomly shuffles elements in this array in-place
using the specified [random] instance as the source of randomness.
* See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm
@SinceKotlin("1.4")
public fun LongArray.shuffle(random: Random): Unit {
 for (i in lastIndex
downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

* Randomly shuffles elements in this array in-place using the specified [random] instance as the
source of randomness.
* See:

```

[https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\\_shuffle#The\\_modern\\_algorithm](https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm)\n

```

*\n@SinceKotlin("1.4")\npublic fun FloatArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See:

```

[https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\\_shuffle#The\\_modern\\_algorithm](https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm)\n

```

*\n@SinceKotlin("1.4")\npublic fun DoubleArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See:

```

[https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\\_shuffle#The\\_modern\\_algorithm](https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm)\n

```

*\n@SinceKotlin("1.4")\npublic fun BooleanArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Randomly shuffles elements in this array in-place using the specified [random] instance as the source of randomness.\n * \n * See:

```

[https://en.wikipedia.org/wiki/Fisher%20%80%93Yates\\_shuffle#The\\_modern\\_algorithm](https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm)\n

```

*\n@SinceKotlin("1.4")\npublic fun CharArray.shuffle(random: Random): Unit {\n for (i in lastIndex downTo 1) {\n val j = random.nextInt(i + 1)\n val copy = this[i]\n this[i] = this[j]\n this[j] = copy\n }\n}\n\n/**\n * Sorts elements in the array in-place according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \npublic inline fun <T, R : Comparable<R>> Array<out T>.sortBy(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortBy(compareBy(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \npublic inline fun <T, R : Comparable<R>> Array<out T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n if (size > 1) sortByDescending(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \npublic fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit {\n sortByDescending(reverseOrder())\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun ByteArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun ShortArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun IntArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun LongArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun FloatArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun DoubleArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Sorts elements in the array in-place descending according to their natural sort order.\n * \npublic fun CharArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \npublic fun <T : Comparable<T>> Array<out T>.sorted(): List<T> {\n return sortedArray().asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n * \npublic fun ByteArray.sorted(): List<Byte> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural

```

```

sort order.\n */\npublic fun ShortArray.sorted(): List<Short> {\n return toTypedArray().apply { sort()
}.\n}.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun
IntArray.sorted(): List<Int> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all
elements sorted according to their natural sort order.\n */\npublic fun
LongArray.sorted(): List<Long> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of
all elements sorted according to their natural sort order.\n */\npublic fun FloatArray.sorted(): List<Float> {\n
return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their
natural sort order.\n */\npublic fun DoubleArray.sorted(): List<Double> {\n return toTypedArray().apply { sort()
}.\n}.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n */\npublic fun
CharArray.sorted(): List<Char> {\n return toTypedArray().apply { sort() }.asList()\n}\n\n/**\n * Returns an array
with all elements of this array sorted according to their natural sort order.\n * \n * The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.\n */\npublic fun <T : Comparable<T>>
Array<T>.sortedArray(): Array<T> {\n if (isEmpty()) return
this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted
according to their natural sort order.\n */\npublic fun ByteArray.sortedArray(): ByteArray {\n if (isEmpty()) return
this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted
according to their natural sort order.\n */\npublic fun ShortArray.sortedArray(): ShortArray {\n if (isEmpty())
return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array
sorted according to their natural sort order.\n */\npublic fun IntArray.sortedArray(): IntArray {\n if (isEmpty())
return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array
sorted according to their natural sort order.\n */\npublic fun LongArray.sortedArray(): LongArray {\n if
(isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements
of this array sorted according to their natural sort order.\n */\npublic fun FloatArray.sortedArray(): FloatArray {\n
if (isEmpty()) return this\n return this.copyOf().apply { sort()
}\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their natural sort order.\n */\n
public fun DoubleArray.sortedArray(): DoubleArray {\n if (isEmpty()) return this\n return
this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according to their
natural sort order.\n */\npublic fun CharArray.sortedArray(): CharArray {\n if (isEmpty()) return this\n return
this.copyOf().apply { sort() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending
according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order
relative to each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<T>.sortedArrayDescending():
Array<T> {\n if (isEmpty()) return this\n return this.copyOf().apply { sortWith(reverseOrder()) }\n}\n\n/**\n
* Returns an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic
fun ByteArray.sortedArrayDescending(): ByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply {
sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to
their natural sort order.\n */\npublic fun ShortArray.sortedArrayDescending(): ShortArray {\n if (isEmpty())
return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements
of this array sorted descending according to their natural sort order.\n */\npublic fun IntArray.sortedArrayDescending():
IntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns
an array with all elements of this array
sorted descending according to their natural sort order.\n */\npublic fun LongArray.sortedArrayDescending():
LongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns
an array with all elements of this array sorted descending according to their natural sort order.\n */\npublic fun
FloatArray.sortedArrayDescending(): FloatArray {\n if (isEmpty()) return this\n return this.copyOf().apply {
sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted descending according to
their natural sort order.\n */\npublic fun DoubleArray.sortedArrayDescending(): DoubleArray {\n if (isEmpty())
return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/**\n * Returns an array with all elements
of this array sorted descending according to their natural sort order.\n */\npublic fun

```



```

CharArray.sortedArrayDescending(): CharArray {\n if (isEmpty()) return this\n return this.copyOf().apply
 { sortDescending() }\n}\n\n/**\n * Returns an array with all elements of this array sorted according the specified
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n */\npublic fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T>
{\n if (isEmpty()) return this\n return this.copyOf().apply { sortWith(comparator) }\n}\n\n/**\n * Returns a list
of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n *
The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n *
@sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <T, R : Comparable<R>>
Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector]
function.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R :
Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
DoubleArray.sortedBy(crossinline
selector: (Double) -> R?): List<Double> {\n return sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list
of all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n *
@sample samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
BooleanArray.sortedBy(crossinline selector: (Boolean) -> R?): List<Boolean> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted according to natural sort order
of the value returned by specified [selector] function.\n * \n * @sample
samples.collections.Collections.Sorting.sortedBy\n */\npublic inline fun <R : Comparable<R>>
CharArray.sortedBy(crossinline selector: (Char) -> R?): List<Char> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural
sort order of the value returned by specified [selector] function.\n * \n *
The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic inline fun <T, R : Comparable<R>> Array<out T>.sortedByDescending(crossinline selector: (T) -> R?):
List<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted
descending according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline
fun <R : Comparable<R>> ByteArray.sortedByDescending(crossinline selector: (Byte) -> R?): List<Byte> {\n

```

```

return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> ShortArray.sortedByDescending(crossinline selector: (Short) -> R?): List<Short> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> IntArray.sortedByDescending(crossinline selector: (Int) -> R?): List<Int> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> LongArray.sortedByDescending(crossinline selector: (Long) -> R?): List<Long> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> FloatArray.sortedByDescending(crossinline selector: (Float) -> R?): List<Float> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according
to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> DoubleArray.sortedByDescending(crossinline selector: (Double) -> R?): List<Double> {\n
return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {\n
return sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to natural sort order of the value returned by specified [selector] function.\n */\npublic inline fun <R :
Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according
to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.\n */\npublic fun <T : Comparable<T>> Array<out T>.sortedDescending(): List<T> {\n
return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted descending according to their
natural sort order.\n */\npublic fun ByteArray.sortedDescending(): List<Byte> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun ShortArray.sortedDescending(): List<Short> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun IntArray.sortedDescending(): List<Int> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n
* Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun LongArray.sortedDescending(): List<Long> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun FloatArray.sortedDescending(): List<Float> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun DoubleArray.sortedDescending(): List<Double> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted descending according to their natural sort order.\n
*/\npublic fun CharArray.sortedDescending(): List<Char> {\n return copyOf().apply { sort()
}.reversed()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n * \n * The
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\npublic fun
<T> Array<out T>.sortedWith(comparator:
Comparator<in T>): List<T> {\n return sortedArrayWith(comparator).asList()\n}\n\n/**\n * Returns a list of all
elements sorted according to the specified [comparator].\n */\npublic fun ByteArray.sortedWith(comparator:
Comparator<in Byte>): List<Byte> {\n return toTypedArray().apply { sortWith(comparator)
}.asList()\n}\n\n/**\n * Returns a list of all elements sorted according to the specified [comparator].\n */\npublic fun
ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {\n return toTypedArray().apply {

```

`sortedWith(comparator) }.asList()` Returns a list of all elements sorted according to the specified [comparator].

```

 public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a list of all elements sorted according to the specified [comparator].

```

 public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a list of all elements sorted according to the specified [comparator].

```

 public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a list of all elements sorted according to the specified [comparator].

```

 public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a list of all elements sorted according to the specified [comparator].

```

 public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a list of all elements sorted according to the specified [comparator].

```

 public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
 return toTypedArray().apply { sortedWith(comparator) }.asList()
 }

```

Returns a [List] that wraps the original array.

```

 public expect fun <T> Array<out T>.asList(): List<T>

```

Returns a [List] that wraps the original array.

```

 public expect fun ByteArray.asList(): List<Byte>

```

Returns a [List] that wraps the original array.

```

 public expect fun ShortArray.asList(): List<Short>

```

Returns a [List] that wraps the original array.

```

 public expect fun IntArray.asList(): List<Int>

```

Returns a [List] that wraps the original array.

```

 public expect fun LongArray.asList(): List<Long>

```

Returns a [List] that wraps the original array.

```

 public expect fun FloatArray.asList(): List<Float>

```

Returns a [List] that wraps the original array.

```

 public expect fun DoubleArray.asList(): List<Double>

```

Returns a [List] that wraps the original array.

```

 public expect fun BooleanArray.asList(): List<Boolean>

```

Returns a [List] that wraps the original array.

```

 public expect fun CharArray.asList(): List<Char>

```

Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

 @SinceKotlin("1.1")@kotlin.internal.LowPriorityInOverloadResolution
 public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

```

Returns `true` if the two specified arrays are *deeply* equal to one another, i.e. contain the same number of the same elements in the same order.

The specified arrays are also considered deeply equal if both are `null`. If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

```

 @SinceKotlin("1.4")
 public expect infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean

```

Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.

```

 @SinceKotlin("1.1")@kotlin.internal.LowPriorityInOverloadResolution
 public expect fun <T> Array<out T>.contentDeepHashCode(): Int

```

Returns a hash code based on the contents of this array as if it is [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level the behavior is undefined.

```

 @SinceKotlin("1.4")
 public expect fun <T> Array<out T>?.contentDeepHashCode(): Int

```

Returns a string representation of the contents of this array as if it is a [List]. Nested arrays are treated as lists too. If any of arrays contains itself on any nesting level that reference is rendered as `[...]` to prevent recursion.

@sample

samples.collections.Arrays.ContentOperations.contentDeepToString

\*\n@SinceKotlin("1.1")\n@kotlin.internal.LowPriorityInOverloadResolution\npublic expect fun <T> Array<out T>.contentDeepToString(): String\n\n/\*\*\n \* Returns a string representation of the contents of this array as if it is a [List].\n \* Nested arrays are treated as lists too.\n \* \n \* If any of arrays contains itself on any nesting level that reference\n \* is rendered as `"[...]"` to

prevent recursion.\n \* \n \* @sample samples.collections.Arrays.ContentOperations.contentDeepToString

\*\n@SinceKotlin("1.4")\npublic expect fun <T> Array<out T>?.contentDeepToString(): String\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n

\*\n@SinceKotlin("1.4")\npublic expect infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun IntArray?.contentEquals(other: IntArray?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun FloatArray?.contentEquals(other: FloatArray?):

Boolean\n\n/\*\*\n

\* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean\n\n/\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and

`-0.0` is not equal to `0.0`.\n \*\n@SinceKotlin("1.4")\npublic expect infix fun CharArray?.contentEquals(other: CharArray?): Boolean\n\n/\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \*\n@SinceKotlin("1.4")\npublic expect fun <T> Array<out T>?.contentHashCode(): Int\n\n/\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n

`*\n@SinceKotlin("1.4")\npublic expect fun ByteArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun ShortArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun IntArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun LongArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun FloatArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun DoubleArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun BooleanArray?.contentHashCode(): Int\n\n/**\n * Returns a hash code based on the contents of this array as if it is [List].\n\n *\n@SinceKotlin("1.4")\npublic expect fun CharArray?.contentHashCode(): Int\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun <T> Array<out T>?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun ByteArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun ShortArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun IntArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun LongArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun FloatArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun DoubleArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun BooleanArray?.contentToString(): String\n\n/**\n * Returns a string representation of the contents of the specified array as if it is [List].\n\n * \n * @sample samples.collections.Arrays.ContentOperations.contentToString\n\n *\n@SinceKotlin("1.4")\npublic expect fun CharArray?.contentToString(): String\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n\n * \n * @param destination the array to copy to.\n\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n\n * or when that index is out of the [destination] array indices range.\n\n * \n * @return the [destination] array.\n\n\n *\n@SinceKotlin("1.3")\npublic expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n\n * \n * @param`

destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n \* \n \* @SinceKotlin("1.3")\n \* \n \* public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray\n \* \n \* Copies this array or its subrange into the [destination] array and returns that array.\n \* \n \* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n \* \n \* @param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n \* \n \* @SinceKotlin("1.3")\n \* \n \* public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray\n \* \n \* Copies this array or its subrange into the [destination] array and returns that array.\n \* \n \* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n \* \n \* @param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n \* \n \* @SinceKotlin("1.3")\n \* \n \* public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray\n \* \n \* Copies this array or its subrange into the [destination] array and returns that array.\n \* \n \* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n \* \n \* @param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n \* \n \* @SinceKotlin("1.3")\n \* \n \* public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray\n \* \n \* Copies this array or its subrange into the [destination] array and returns that array.\n \* \n \* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n \* \n \* @param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when

the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n

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*\n@SinceKotlin("1.3")\npublic expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n */\n@SinceKotlin("1.3")\npublic expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\n@Suppress("NO_ACTUAL_FOR_EXPECT")\npublic expect fun <T> Array<T>.copyOf(): Array<T>\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ByteArray.copyOf(): ByteArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun ShortArray.copyOf(): ShortArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun IntArray.copyOf(): IntArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOf\n */\npublic expect fun LongArray.copyOf(): LongArray\n\n/**\n * Returns new array which is a copy of the original array.\n * \n *

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@sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*\npublic expect fun FloatArray.copyOfOf():  
 FloatArray\n\n/\*\*\n \* Returns new array which is a copy of the original array.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*\npublic expect fun DoubleArray.copyOfOf():  
 DoubleArray\n\n/\*\*\n \* Returns new array which is a copy of the original array.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*\npublic expect fun BooleanArray.copyOfOf():  
 BooleanArray\n\n/\*\*\n \* Returns new array which is a copy of the original array.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*\npublic expect fun CharArray.copyOfOf():  
 CharArray\n\n/\*\*\n \* Returns new array which is a copy of the original array, resized to the given [newSize].\n \*  
 The copy is either truncated or padded at the end with zero values if necessary.\n \* \n \* - If [newSize] is less than the  
 size of the original array, the copy array is truncated to the [newSize].\n \* -  
 If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero  
 values.\n \* \n \* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic  
 expect fun ByteArray.copyOfOf(newSize: Int): ByteArray\n\n/\*\*\n \* Returns new array which is a copy of the original  
 array, resized to the given [newSize].\n \* The copy is either truncated or padded at the end with zero values if  
 necessary.\n \* \n \* - If [newSize] is less than the size of the original array, the copy array is truncated to the  
 [newSize].\n \* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are  
 filled with zero values.\n \* \n \* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n  
 \*\npublic expect fun ShortArray.copyOfOf(newSize: Int): ShortArray\n\n/\*\*\n \* Returns new array which is a copy of  
 the original array, resized to the given [newSize].\n \* The copy is either truncated or padded  
 at the end with zero values if necessary.\n \* \n \* - If [newSize] is less than the size of the original array, the copy  
 array is truncated to the [newSize].\n \* - If [newSize] is greater than the size of the original array, the extra elements  
 in the copy array are filled with zero values.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic expect fun  
 IntArray.copyOfOf(newSize: Int): IntArray\n\n/\*\*\n \* Returns new array which is a copy of the original array, resized  
 to the given [newSize].\n \* The copy is either truncated or padded at the end with zero values if necessary.\n \* \n \* -  
 If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n \* - If [newSize]  
 is greater than the size of the original array, the extra elements in the copy array are filled with zero values.\n \* \n \*  
 @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic expect fun  
 LongArray.copyOfOf(newSize:  
 Int): LongArray\n\n/\*\*\n \* Returns new array which is a copy of the original array, resized to the given  
 [newSize].\n \* The copy is either truncated or padded at the end with zero values if necessary.\n \* \n \* - If [newSize]  
 is less than the size of the original array, the copy array is truncated to the [newSize].\n \* - If [newSize] is greater  
 than the size of the original array, the extra elements in the copy array are filled with zero values.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic expect fun  
 FloatArray.copyOfOf(newSize: Int): FloatArray\n\n/\*\*\n \* Returns new array which is a copy of the original array,  
 resized to the given [newSize].\n \* The copy is either truncated or padded at the end with zero values if necessary.\n  
 \* \n \* - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n \* - If  
 [newSize] is greater than the size of the original array, the extra elements in  
 the copy array are filled with zero values.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic expect fun  
 DoubleArray.copyOfOf(newSize: Int): DoubleArray\n\n/\*\*\n \* Returns new array which is a copy of the original  
 array, resized to the given [newSize].\n \* The copy is either truncated or padded at the end with `false` values if  
 necessary.\n \* \n \* - If [newSize] is less than the size of the original array, the copy array is truncated to the  
 [newSize].\n \* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are  
 filled with `false` values.\n \* \n \* @sample  
 samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*\npublic expect fun  
 BooleanArray.copyOfOf(newSize: Int): BooleanArray\n\n/\*\*\n \* Returns new array which is a copy of the original  
 array, resized to the given [newSize].\n \* The copy is either truncated or padded at the end with null char (`\u0000`)





zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n\n@SinceKotlin("1.3")\npublic expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Fills this array or its subrange with the specified [element] value.\n \* \n \* @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n \* @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than

the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

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*^@SinceKotlin("1.3")\npublic expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int
= size): Unit\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param
fromIndex the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive)
to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater
than [toIndex].\n *^@SinceKotlin("1.3")\npublic expect fun CharArray.fill(element:
Char, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns the range of valid indices for the array.\n
*^public val <T> Array<out T>.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range
of valid indices for the array.\n *^public val ByteArray.indices: IntRange\n get() = IntRange(0,
lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *^public val ShortArray.indices:
IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *^public
val IntArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for
the array.\n *^public val LongArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the
range of valid indices for the array.\n *^public val FloatArray.indices: IntRange\n get() = IntRange(0,
lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *^public val DoubleArray.indices:
IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices for the array.\n *^public
val BooleanArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns the range of valid indices
for the array.\n *^public val CharArray.indices: IntRange\n get() = IntRange(0, lastIndex)\n\n/**\n * Returns
`true` if the array is empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.isEmpty():
Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n
*^@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n
* Returns `true` if the array is empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun ShortArray.isEmpty():
Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n
*^@kotlin.internal.InlineOnly\npublic inline fun IntArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n
* Returns
`true` if the array is empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun LongArray.isEmpty(): Boolean {\n
return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n *^@kotlin.internal.InlineOnly\npublic inline
fun FloatArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n
*^@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isEmpty(): Boolean {\n return size ==
0\n}\n\n/**\n * Returns `true` if the array is empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n * Returns `true` if the array is empty.\n
*^@kotlin.internal.InlineOnly\npublic inline fun CharArray.isEmpty(): Boolean {\n return size == 0\n}\n\n/**\n
* Returns `true` if the array is not empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out
T>.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not
empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun ByteArray.isNotEmpty(): Boolean {\n return
!isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n *^@kotlin.internal.InlineOnly\npublic inline
fun ShortArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not
empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun IntArray.isNotEmpty(): Boolean {\n return
!isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n *^@kotlin.internal.InlineOnly\npublic inline
fun LongArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not
empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun FloatArray.isNotEmpty(): Boolean {\n return
!isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n *^@kotlin.internal.InlineOnly\npublic inline
fun DoubleArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if the array is not
empty.\n *^@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.isNotEmpty(): Boolean {\n return
!isEmpty()\n}\n\n/**\n * Returns `true` if the array is not empty.\n *^@kotlin.internal.InlineOnly\npublic inline
fun CharArray.isNotEmpty(): Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns the last valid index for the
array.\n *^public val <T> Array<out T>.lastIndex: Int\n get() = size - 1\n\n/**\n * Returns the last valid index

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for the array.  
`public val ByteArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val ShortArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val IntArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val LongArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val FloatArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val DoubleArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val BooleanArray.lastIndex: Int` `get() = size - 1` \* Returns the last valid index for the array.  
`public val CharArray.lastIndex: Int` `get() = size - 1` \* Returns an array containing all elements of the original array and then the given [element].  
`@Suppress("NO_ACTUAL_FOR_EXPECT")` `public expect operator fun <T> Array<T>.plus(element: T): Array<T>` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun ByteArray.plus(element: Byte): ByteArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun ShortArray.plus(element: Short): ShortArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun IntArray.plus(element: Int): IntArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun LongArray.plus(element: Long): LongArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun FloatArray.plus(element: Float): FloatArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun DoubleArray.plus(element: Double): DoubleArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun BooleanArray.plus(element: Boolean): BooleanArray` \* Returns an array containing all elements of the original array and then the given [element].  
`public expect operator fun CharArray.plus(element: Char): CharArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`@Suppress("NO_ACTUAL_FOR_EXPECT")` `public expect operator fun <T> Array<T>.plus(elements: Collection<T>): Array<T>` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun ShortArray.plus(elements: Collection<Short>): ShortArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun IntArray.plus(elements: Collection<Int>): IntArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun LongArray.plus(elements: Collection<Long>): LongArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun FloatArray.plus(elements: Collection<Float>): FloatArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.  
`public expect operator fun CharArray.plus(elements: Collection<Char>): CharArray` \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.  
`@Suppress("NO_ACTUAL_FOR_EXPECT")` `public expect operator fun <T> Array<T>.plus(elements: Array<out T>): Array<T>` \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.  
`public expect operator fun ByteArray.plus(elements: ByteArray):`

ByteArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun ShortArray.plus(elements: ShortArray): ShortArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun IntArray.plus(elements: IntArray): IntArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun LongArray.plus(elements: LongArray): LongArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun FloatArray.plus(elements: FloatArray): FloatArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun DoubleArray.plus(elements: DoubleArray): DoubleArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun BooleanArray.plus(elements: BooleanArray): BooleanArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*/\npublic expect operator fun CharArray.plus(elements: CharArray): CharArray\n\n/\*\*\n \* Returns an array containing all elements of the original array and then the given [element].\n \*/\n\n \* \n \* @Suppress("NO\_ACTUAL\_FOR\_EXPECT")\npublic expect fun <T> Array<T>.plusElement(element: T): Array<T>\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun IntArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun LongArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun ByteArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun ShortArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun DoubleArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArray\n \*/\npublic expect fun FloatArray.sort(): Unit\n\n/\*\*\n \* Sorts the array in-place according to the natural order of its elements.\n \*/\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortArrayOfComparable\n \*/\npublic expect fun <T : Comparable<T>> Array<out T>.sort(): Unit\n\n/\*\*\n \* Sorts a range in the array in-place.\n \*/\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*/\n \* \n \* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n \*/\n \* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n \*/\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \*/\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n \*/\n\n \* \n \* @SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Sorts a range in the array in-place.\n \*/\n \* \n \* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n \*/\n \* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n \*/\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \*/\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\n \* \n \* @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n \*/\n\n \* \n \* @SinceKotlin("1.4")\npublic expect fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/\*\*\n \* Sorts a range in the array in-place.\n \*/\n \* \n \* @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n \*/\n \* @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n \*/\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \*/\n \* @throws IllegalArgumentException if [fromIndex] is greater than

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[toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\npublic expect fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\npublic expect fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n *\n@SinceKotlin("1.4")\npublic expect fun
LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n *\n@SinceKotlin("1.4")\npublic expect fun
FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range
(exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is
less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\npublic expect fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size):
Unit\n\n/**\n
* Sorts
a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n *\n@SinceKotlin("1.4")\npublic expect fun
CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n
* Sorts elements of the array in the specified
range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n * The sort is
stable. It means that equal elements preserve their order relative to each other after sorting.\n * \n * @param
fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n
\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of
this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Array<out T>.sortDescending(fromIndex: Int,
toIndex: Int): Unit {\n
 sortWith(reverseOrder(), fromIndex, toIndex)\n}\n\n/**\n
* Sorts elements of the array in
the specified range in-place.\n * The elements are sorted descending according to their natural sort order.\n * \n *
@param fromIndex the start of the range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to
sort.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the
size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\npublic fun ByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n
 sort(fromIndex, toIndex)\n
 reverse(fromIndex, toIndex)\n}\n\n/**\n
* Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws

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IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic
fun ShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic
fun IntArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic
fun LongArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex,
toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The elements are sorted
descending according to their natural sort order.\n * \n * @param fromIndex the start of the range (inclusive) to
sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic fun
FloatArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException
if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic fun
DoubleArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * The
elements are sorted descending according to their natural sort order.\n * \n * @param fromIndex the start of the
range (inclusive) to sort.\n * @param toIndex the end of the range (exclusive) to sort.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@SinceKotlin("1.4")\npublic
fun CharArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n
reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts the array in-place according to the order specified by the given
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.\n * \n * public expect fun <T>
Array<out T>.sortWith(comparator: Comparator<in T>): Unit\n\n/**\n * Sorts a range in the array in-place with the
given [comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\npublic expect fun <T> Array<out
T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Unit\n\n/**\n * Returns an array of Boolean containing all of the elements of this generic array.\n */\npublic fun Array<out
Boolean>.toBooleanArray(): BooleanArray {\n return BooleanArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this generic array.\n */\npublic fun Array<out

```





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mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n *\npublic inline fun <K, V>
LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K,
V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform]
function\n * applied to elements of the given array.\n * \n * If any of two pairs would have the same key the last one
gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n *\npublic inline fun <K, V>
FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n *\npublic inline fun <K, V>
DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {\n val
capacity = mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n *\npublic inline fun <K, V>
BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to
elements of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitives\n *\npublic inline fun <K, V>
CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <T, K>
Array<out T>.associateBy(keySelector:
(T) -> K): Map<K, T> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the
elements from the given array indexed by the key\n * returned from [keySelector] function applied to each
element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to
the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Byte>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n

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* \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n
* \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Short>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
IntArray.associateBy(keySelector:
(Int) -> K): Map<K, Int> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, Int>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the
elements from the given array indexed by the key\n * returned from [keySelector] function applied to each
element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to
the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Long>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to
each element.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Float>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun
<K> DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Double>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from [keySelector] function applied to each element.\n * \n * If any two elements would have the same key
returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n *\npublic inline fun <K>
BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Boolean>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the elements from the given array indexed by the key\n *
returned from
[keySelector] function applied to each element.\n * \n * If any two elements would have the same key returned by
[keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the
original array.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy\n
*\npublic inline fun <K> CharArray.associateBy(keySelector: (Char) -> K): Map<K, Char> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, Char>(capacity),
keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed by

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[keySelector] functions applied to elements of the given array.

\* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.

\* The returned map preserves the entry iteration order of the original array.

@sample

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samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform
*/\npublic inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V):
Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map]
containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of
the given array.\n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * The returned map preserves the entry iteration order of the original array.\n *
*\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n
*/\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V):
Map<K, V> {\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, V>(capacity), keySelector,
valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed
by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same
key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry
iteration order of the original array.\n *
*\n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline
fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n
val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform]
and indexed by [keySelector] functions applied to elements of the given array.\n * If any two elements would
have the same key returned by [keySelector] the last
one gets added to the map.\n * The returned map preserves the entry iteration order of the original array.\n *
*\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n
*/\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V>
{\n val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,
V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by
[valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any two
elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The
returned map preserves the entry iteration order of the original array.\n *
*\n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline
fun <K, V> LongArray.associateBy(keySelector:
(Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n val capacity =
mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity), keySelector,
valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and indexed
by [keySelector] functions applied to elements of the given array.\n * If any two elements would have the same
key returned by [keySelector] the last one gets added to the map.\n * The returned map preserves the entry
iteration order of the original array.\n *
*\n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline
fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n
val capacity = mapCapacity(size).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K, V>(capacity),
keySelector, valueTransform)\n}\n\n/**\n * Returns a [Map] containing the values provided
by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n * If any
two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * The
returned map preserves the entry iteration order of the original array.\n *
*\n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform\n */\npublic inline

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samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M :
MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {\n for
(element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n *
Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the
[keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n *
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K,
M : MutableMap<in
K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {\n for (element in this)
{\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function
applied to each element of the given array\n * and value is the element itself.\n * \n * If any two elements would
have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K, M :
MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {\n
for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n *
Populates and returns the [destination] mutable map with key-value pairs,\n * where key is provided
by the [keySelector] function applied to each element of the given array\n * and value is the element itself.\n * \n *
If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n * \n *
@sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n */\npublic inline fun <K,
M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K):
M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is
provided by the [keySelector] function applied to each element of the given array\n * and value is the element
itself.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added to the
map.\n * \n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo\n
*/\npublic inline fun <K, M : MutableMap<in K, in Char>> CharArray.associateByTo(destination: M, keySelector:
(Char) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key is
provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to
elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last
one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -
> K, valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs,\n * where key
is provided by the [keySelector] function and\n * and value is provided by the [valueTransform] function applied to
elements of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last
one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n */\npublic
inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) ->
K, valueTransform: (Byte) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements
of the given array.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets
added to the map.\n * \n * @sample

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samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n *\npublic
inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateByTo(destination: M, keySelector: (Short) ->
K, valueTransform: (Short) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n
*\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateByTo(destination: M, keySelector:
(Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n *\npublic
inline fun <K, V, M : MutableMap<in K, in V>> LongArray.associateByTo(destination: M, keySelector: (Long) ->
K, valueTransform: (Long) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n *\npublic
inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) ->
K, valueTransform: (Float) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and value is provided by
the [valueTransform] function applied to elements of the given array.\n * \n * If any two elements would have the
same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n *\npublic
inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector:
(Double) -> K, valueTransform: (Double) -> V): M {\n for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector]
function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *
\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *
\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n
*\npublic inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M,
keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {\n for (element in this) {\n
destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector]
function and\n * and value is provided by the [valueTransform] function applied to elements of the given array.\n *
\n * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n *
\n * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform\n
*\npublic inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector:
(Char) -> K, valueTransform: (Char) -> V): M {\n for
(element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by
[transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key

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the last one gets added to the map.\n \* \n \* @sample

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <T, K, V, M :
MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for
(element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each
element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform:
(Byte) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by
[transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key
the last one gets added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M :
MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {\n for
(element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs\n * provided by [transform] function
applied to each element of the given array.\n * \n * If any of two pairs would have the same key the last one gets
added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M : MutableMap<in K, in V>> IntArray.associateTo(destination: M, transform: (Int) ->
Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by
[transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key
the last one gets added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M :
MutableMap<in K, in V>> LongArray.associateTo(destination: M, transform: (Long) -> Pair<K, V>): M {\n for
(element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each element of the given array.\n * \n * If any of two pairs would
have the same key the last one gets added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M :
MutableMap<in K, in V>> FloatArray.associateTo(destination: M, transform: (Float) -> Pair<K, V>): M {\n for
(element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each
element of the given array.\n * \n * If any of two pairs would have the same key the last one gets added to the
map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic
inline
fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) ->
Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs\n * provided by
[transform] function applied to each element of the given array.\n * \n * If any of two pairs would have the same key
the last one gets added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M :
MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {\n for
(element in this) {\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs\n * provided by [transform] function applied to each
element of the given array.\n * \n * If any of
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two pairs would have the same key the last one gets added to the map.\n * \n * @sample
```

```
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n *^\npublic inline fun <K, V, M :
```

```

MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
 for (element in this) {
 destination += transform(element)
 }
 return destination
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <K, V> Array<out K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
 val result = LinkedHashMap<K, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <V> ByteArray.associateWith(valueSelector: (Byte) -> V): Map<Byte, V> {
 val result = LinkedHashMap<Byte, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <V> ShortArray.associateWith(valueSelector: (Short) -> V): Map<Short, V> {
 val result = LinkedHashMap<Short, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <V> IntArray.associateWith(valueSelector: (Int) -> V): Map<Int, V> {
 val result = LinkedHashMap<Int, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <V> LongArray.associateWith(valueSelector: (Long) -> V): Map<Long, V> {
 val result = LinkedHashMap<Long, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample
samples.collections.Collections.Transformations.associateWith

*/
@SinceKotlin("1.4")
public inline fun <V> FloatArray.associateWith(valueSelector: (Float) -> V): Map<Float, V> {
 val result = LinkedHashMap<Float, V>(mapCapacity(size).coerceAtLeast(16))
 return associateWithTo(result, valueSelector)
}

/** Returns a [Map] where keys are elements from the given array and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
@sample

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samples.collections.Collections.Transformations.associateWith\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V>
DoubleArray.associateWith(valueSelector: (Double) -> V): Map<Double, V> {\n val result
= LinkedHashMap<Double, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n**\n * Returns a [Map] where keys are elements from the given array and values are\n *
produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last one
gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample samples.collections.Collections.Transformations.associateWith\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V>
BooleanArray.associateWith(valueSelector: (Boolean) -> V): Map<Boolean, V> {\n val result =
LinkedHashMap<Boolean, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n**\n * Returns a [Map] where keys are elements from the given array and values are\n *
produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal,
the last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original
array.\n * \n * @sample samples.collections.Collections.Transformations.associateWith\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V>
CharArray.associateWith(valueSelector: (Char) -> V): Map<Char, V> {\n val result = LinkedHashMap<Char,
V>(mapCapacity(size).coerceAtMost(128)).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n**\n * Populates and returns the [destination] mutable map with key-value pairs for each
element of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function
applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n
* @sample samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V, M : MutableMap<in K, in V>> Array<out
K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n for (element in this) {\n
destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are
equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Byte, in V>>
ByteArray.associateWithTo(destination: M, valueSelector: (Byte) -> V): M {\n for (element in this) {\n
destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element
of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied
to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n *
@sample samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Short, in V>>
ShortArray.associateWithTo(destination: M, valueSelector: (Short) -> V): M {\n for (element in this) {\n
destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are
equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <V, M : MutableMap<in Int, in V>>
IntArray.associateWithTo(destination: M, valueSelector: (Int) -> V): M {\n for (element in this) {\n
destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n**\n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,\n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are

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equal, the last one overwrites the former value in the map.

```

@sample samples.collections.Collections.Transformations.associateWithTo
*/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <V, M : MutableMap<in Long, in V>>
LongArray.associateWithTo(destination: M, valueSelector: (Long) -> V): M {n for (element in this) {n
destination.put(element, valueSelector(element))n
}n return destinationn}n/n/**n * Populates and returns the [destination] mutable map with key-value pairs
for each element of the given array,n * where key is the element itself and value is provided by the [valueSelector]
function applied to that key.n * n * If any two elements are equal, the last one overwrites the former value in the
map.n * n * @sample samples.collections.Collections.Transformations.associateWithTo
*/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <V, M : MutableMap<in Float, in V>>
FloatArray.associateWithTo(destination: M, valueSelector: (Float) -> V): M {n for (element in this) {n
destination.put(element, valueSelector(element))n }n return destinationn}n/n/**n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.n * n * If any
two elements are equal, the last one overwrites the former value in the map.n * n * @sample
samples.collections.Collections.Transformations.associateWithTo
*/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <V, M : MutableMap<in Double, in V>>
DoubleArray.associateWithTo(destination: M, valueSelector: (Double) -> V): M {n for (element in this) {n
destination.put(element, valueSelector(element))n }n return destinationn}n/n/**n * Populates and returns the
[destination] mutable map with key-value pairs for each element of the given array,n * where key is the element
itself and value is provided by the [valueSelector] function applied to that key.n * n * If any two elements are
equal, the last one overwrites the former value in the map.n * n * @sample
samples.collections.Collections.Transformations.associateWithTo
*/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <V, M : MutableMap<in Boolean, in
V>> BooleanArray.associateWithTo(destination:
M, valueSelector: (Boolean) -> V): M {n for (element in this) {n destination.put(element,
valueSelector(element))n }n return destinationn}n/n/**n * Populates and returns the [destination] mutable
map with key-value pairs for each element of the given array,n * where key is the element itself and value is
provided by the [valueSelector] function applied to that key.n * n * If any two elements are equal, the last one
overwrites the former value in the map.n * n * @sample
samples.collections.Collections.Transformations.associateWithTo
*/n@SinceKotlin("1.4")n@kotlin.internal.InlineOnlynpublic inline fun <V, M : MutableMap<in Char, in V>>
CharArray.associateWithTo(destination: M, valueSelector: (Char) -> V): M {n for (element in this) {n
destination.put(element, valueSelector(element))n }n return destinationn}n/n/**n * Appends all elements to
the given [destination] collection.n */npublic fun <T,
C : MutableCollection<in T>> Array<out T>.toCollection(destination: C): C {n for (item in this) {n
destination.add(item)n }n return destinationn}n/n/**n * Appends all elements to the given [destination]
collection.n */npublic fun <C : MutableCollection<in Byte>> ByteArray.toCollection(destination: C): C {n for
(item in this) {n destination.add(item)n }n return destinationn}n/n/**n * Appends all elements to the
given [destination] collection.n */npublic fun <C : MutableCollection<in Short>>
ShortArray.toCollection(destination: C): C {n for (item in this) {n destination.add(item)n }n return
destinationn}n/n/**n * Appends all elements to the given [destination] collection.n */npublic fun <C :
MutableCollection<in Int>> IntArray.toCollection(destination: C): C {n for (item in this) {n
destination.add(item)n }n return destinationn}n/n/**n * Appends all elements to the given [destination]
collection.n
*/npublic fun <C : MutableCollection<in Long>> LongArray.toCollection(destination: C): C {n for (item in
this) {n destination.add(item)n }n return destinationn}n/n/**n * Appends all elements to the given
[destination] collection.n */npublic fun <C : MutableCollection<in Float>> FloatArray.toCollection(destination:

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C): C { \n for (item in this) { \n destination.add(item)\n } \n return destination\n}\n\n/**\n * Appends all
elements to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Double>>
DoubleArray.toCollection(destination: C): C { \n for (item in this) { \n destination.add(item)\n } \n return
destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <C :
MutableCollection<in Boolean>> BooleanArray.toCollection(destination: C): C { \n for (item in this) { \n
destination.add(item)\n } \n return destination\n}\n\n/**\n * Appends all elements
to the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>>
CharArray.toCollection(destination: C): C { \n for (item in this) { \n destination.add(item)\n } \n return
destination\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic fun <T> Array<out T>.toHashSet():
HashSet<T> { \n return toCollection(HashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of
all elements.\n */\npublic fun ByteArray.toHashSet(): HashSet<Byte> { \n return
toCollection(HashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun ShortArray.toHashSet(): HashSet<Short> { \n return
toCollection(HashSet<Short>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun IntArray.toHashSet(): HashSet<Int> { \n return
toCollection(HashSet<Int>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n */\npublic
fun LongArray.toHashSet():
HashSet<Long> { \n return toCollection(HashSet<Long>(mapCapacity(size)))\n}\n\n/**\n * Returns a new
[HashSet] of all elements.\n */\npublic fun FloatArray.toHashSet(): HashSet<Float> { \n return
toCollection(HashSet<Float>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun DoubleArray.toHashSet(): HashSet<Double> { \n return
toCollection(HashSet<Double>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun BooleanArray.toHashSet(): HashSet<Boolean> { \n return
toCollection(HashSet<Boolean>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun CharArray.toHashSet(): HashSet<Char> { \n return
toCollection(HashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun <T> Array<out T>.toList(): List<T> { \n return when (size) { \n 0 -> emptyList()\n
1 -> listOf(this[0])\n else ->
this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun
ByteArray.toList(): List<Byte> { \n return when (size) { \n 0 -> emptyList()\n 1 -> listOf(this[0])\n
else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun
ShortArray.toList(): List<Short> { \n return when (size) { \n 0 -> emptyList()\n 1 -> listOf(this[0])\n
else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun
IntArray.toList(): List<Int> { \n return when (size) { \n 0 -> emptyList()\n 1 -> listOf(this[0])\n else ->
this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all elements.\n */\npublic fun
LongArray.toList(): List<Long> { \n return when (size) { \n 0 -> emptyList()\n 1 -> listOf(this[0])\n
else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing
all elements.\n */\npublic fun FloatArray.toList(): List<Float> { \n return when (size) { \n 0 -> emptyList()\n
1 -> listOf(this[0])\n else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun DoubleArray.toList(): List<Double> { \n return when (size) { \n 0 -> emptyList()\n
1 -> listOf(this[0])\n else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun BooleanArray.toList(): List<Boolean> { \n return when (size) { \n 0 ->
emptyList()\n 1 -> listOf(this[0])\n else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a [List]
containing all elements.\n */\npublic fun CharArray.toList(): List<Char> { \n return when (size) { \n 0 ->
emptyList()\n 1 -> listOf(this[0])\n else -> this.toMutableList()\n } \n}\n\n/**\n * Returns a new
[MutableList] filled with all elements of this array.\n */\npublic
fun <T> Array<out T>.toMutableList(): MutableList<T> { \n return ArrayList(this.asCollection())\n}\n\n/**\n *
Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun ByteArray.toMutableList():

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MutableList<Byte> {\n val list = ArrayList<Byte>(size)\n for (item in this) list.add(item)\n return
list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun
ShortArray.toMutableList(): MutableList<Short> {\n val list = ArrayList<Short>(size)\n for (item in this)
list.add(item)\n return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n
*/\npublic fun IntArray.toMutableList(): MutableList<Int> {\n val list = ArrayList<Int>(size)\n for (item in this)
list.add(item)\n return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n
*/\npublic fun LongArray.toMutableList(): MutableList<Long> {\n val list = ArrayList<Long>(size)\n
 for (item in this) list.add(item)\n return list}\n\n/**\n * Returns a new [MutableList] filled with all elements of
this array.\n */\npublic fun FloatArray.toMutableList(): MutableList<Float> {\n val list =
ArrayList<Float>(size)\n for (item in this) list.add(item)\n return list}\n\n/**\n * Returns a new [MutableList]
filled with all elements of this array.\n */\npublic fun DoubleArray.toMutableList(): MutableList<Double> {\n val
list = ArrayList<Double>(size)\n for (item in this) list.add(item)\n return list}\n\n/**\n * Returns a new
[MutableList] filled with all elements of this array.\n */\npublic fun BooleanArray.toMutableList():
MutableList<Boolean> {\n val list = ArrayList<Boolean>(size)\n for (item in this) list.add(item)\n return
list}\n\n/**\n * Returns a new [MutableList] filled with all elements of this array.\n */\npublic fun
CharArray.toMutableList(): MutableList<Char> {\n val list = ArrayList<Char>(size)\n for (item in this)
list.add(item)\n return list}\n\n/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the
element iteration order of the original array.\n */\npublic fun <T> Array<out T>.toSet(): Set<T> {\n return when
(size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else ->
toCollection(LinkedHashSet<T>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all elements.\n * \n * The
returned set preserves the element iteration order of the original array.\n */\npublic fun ByteArray.toSet():
Set<Byte> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else ->
toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all elements.\n * \n * The
returned set preserves the element iteration order of the original array.\n */\npublic fun ShortArray.toSet():
Set<Short> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else ->
toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all elements.\n * \n * The
returned set preserves the element iteration order of the original array.\n */\npublic fun IntArray.toSet(): Set<Int> {\n
 return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else -> toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n } }\n\n/**\n * Returns
a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n
*/\npublic fun LongArray.toSet(): Set<Long> {\n return when (size) {\n 0 -> emptySet()\n 1 ->
setOf(this[0])\n else -> toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n } }\n\n/**\n * Returns a
[Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original array.\n
*/\npublic fun FloatArray.toSet(): Set<Float> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n
 else -> toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all
elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun
DoubleArray.toSet(): Set<Double> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n
 else -> toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all
elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun
BooleanArray.toSet(): Set<Boolean> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n
 else -> toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n } }\n\n/**\n * Returns a [Set] of all
elements.\n * \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun
CharArray.toSet(): Set<Char> {\n return when (size) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n
 else ->
toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n } }\n\n/**\n * Returns a single
list of all elements yielded from results of [transform] function being invoked on each element of original array.\n
*/\n\n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic inline fun <T, R> Array<out
T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n

```

\* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R> ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \*

@sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R> ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample

samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R> IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R>

LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample

samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R>

DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R>

BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R>

CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n \* \n \* \n \* @sample samples.collections.Collections.Transformations.flatMap\n \* \npublic inline fun <R>

\* \n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n \* and its index in the original array.\n \* \n \* \n \* @sample

samples.collections.Collections.Transformations.flatMapIndexed\n \* \n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n \* and its index in the original array.\n \* \n \* \n \*

@sample samples.collections.Collections.Transformations.flatMapIndexed\n \* \n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.flatMapIndexed(transform:

(index: Int, Byte) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/\*\*\n \* Returns a single list of all elements yielded from results of [transform] function being invoked on each element\n \* \n \* \n \*

and its index in the original array.\n \* \n \* @sample

samples.collections.Collections.Transformations.flatMapIndexed\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ShortArray.flatMapIndexed(transform: (index: Int, Short) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> IntArray.flatMapIndexed(transform: (index: Int, Int) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> LongArray.flatMapIndexed(transform: (index: Int, Long) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns
a single list of all elements yielded from results of [transform] function being invoked on each element\n * and its
index in the original array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> FloatArray.flatMapIndexed(transform: (index: Int, Float) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> DoubleArray.flatMapIndexed(transform: (index: Int, Double) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> BooleanArray.flatMapIndexed(transform: (index: Int, Boolean) -> Iterable<R>): List<R> {\n
return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded
from results of [transform] function being invoked on each element\n * and its index in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> CharArray.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedSequence")\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Array<out T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>):
```

```

List<R> {\n return flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded
from results of [transform] function being invoked on each element\n * and its index in the original array, to the
given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform:
(index: Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++,
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapIndexedTo(destination: C, transform: (index: Int,
Byte) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++,
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <R, C : MutableCollection<in R>> ShortArray.flatMapIndexedTo(destination: C, transform: (index: Int,
Short) -> Iterable<R>):
C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <R, C : MutableCollection<in R>> IntArray.flatMapIndexedTo(destination: C, transform: (index: Int,
Int) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n
destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original
array, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <R, C : MutableCollection<in R>> LongArray.flatMapIndexedTo(destination: C, transform: (index: Int,
Long) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++,
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original array, to the given
[destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <R, C : MutableCollection<in R>> FloatArray.flatMapIndexedTo(destination:
C, transform: (index: Int, Float) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all
elements yielded from results of [transform] function being invoked on each element\n * and its index in the original
array, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

```

```
ByLambdaReturnType\n@kotlin.jvm.JvmName("\\flatMapIndexedIterableTo\\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> DoubleArray.flatMapIndexedTo(destination: C, transform: (index: Int, Double) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results
```

```
of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("\\flatMapIndexedIterableTo\\")\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> BooleanArray.flatMapIndexedTo(destination: C, transform: (index: Int, Boolean) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("\\flatMapIndexedIterableTo\\")\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun <R, C : MutableCollection<in R>> CharArray.flatMapIndexedTo(destination: C, transform: (index: Int, Char) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.jvm.JvmName("\\flatMapIndexedSequenceTo\\")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out T>.flatMapIndexedTo(destination: C, transform: (index: Int, T) -> Sequence<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being
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```
invoked on each element of original array, to the given [destination].\n *\npublic inline fun <T, R, C :
```

```
MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n *\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.flatMapTo(destination: C, transform: (Byte) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element
```

```
of original array, to the given [destination].\n *\npublic inline fun <R, C : MutableCollection<in R>>
```

```
ShortArray.flatMapTo(destination: C, transform: (Short) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n *\npublic inline fun <R, C : MutableCollection<in R>> IntArray.flatMapTo(destination: C, transform: (Int) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n *\npublic inline
```

```
fun <R, C : MutableCollection<in R>> LongArray.flatMapTo(destination: C, transform: (Long) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being
```

```
invoked on each element of original array, to the given [destination].\n *\npublic inline fun <R, C :
```



```

MutableCollection<in R>> FloatArray.flatMapTo(destination: C, transform: (Float) -> Iterable<R>): C {
 for (element in this) {
 val list = transform(element)
 destination.addAll(list)
 }
 return destination
}
/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
DoubleArray.flatMapTo(destination: C, transform: (Double) -> Iterable<R>): C {
 for (element in this) {
 val list = transform(element)
 destination.addAll(list)
 }
 return destination
}
/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original
 * array, to the given [destination].
 */
public inline fun <R, C : MutableCollection<in R>>
BooleanArray.flatMapTo(destination: C, transform: (Boolean) -> Iterable<R>): C {
 for (element in this) {
 val list = transform(element)
 destination.addAll(list)
 }
 return destination
}
/**
 * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given
 * [destination].
 */
public inline fun <R, C : MutableCollection<in R>> CharArray.flatMapTo(destination: C,
transform: (Char) -> Iterable<R>): C {
 for (element in this) {
 val list = transform(element)
 destination.addAll(list)
 }
 return destination
}
/**
 * Appends all elements yielded from results of
 * [transform] function being invoked on each element of original array, to the given [destination].
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.jvm.JvmName("flatMapSequenceTo")
public inline fun <T, R, C :
MutableCollection<in R>> Array<out T>.flatMapTo(destination: C, transform: (T) -> Sequence<R>): C {
 for (element in this) {
 val list = transform(element)
 destination.addAll(list)
 }
 return destination
}
/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */
/**
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 */
/**
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun
<T, K> Array<out T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
 return
groupByTo(LinkedHashMap<K, MutableList<T>>(),
keySelector)
}
/**
 * Groups elements of the original array by the key returned by the given [keySelector]
 * function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 */
/**
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 */
/**
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun
<K> ByteArray.groupBy(keySelector: (Byte) -> K): Map<K, List<Byte>> {
 return
groupByTo(LinkedHashMap<K, MutableList<Byte>>(), keySelector)
}
/**
 * Groups elements of the original
 * array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where
 * each group key is associated with a list of corresponding elements.
 */
/**
 * The returned map preserves the entry
 * iteration order of the keys produced from the original array.
 */
/**
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K> ShortArray.groupBy(keySelector: (Short) -> K): Map<K, List<Short>> {
 return
groupByTo(LinkedHashMap<K, MutableList<Short>>(), keySelector)
}
/**
 * Groups elements of the
 * original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map
 * where each group key is associated with a list of corresponding elements.
 */
/**
 * The returned map preserves the
 * entry iteration order of the keys produced from the original array.
 */
/**
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K>
IntArray.groupBy(keySelector: (Int) -> K): Map<K, List<Int>> {
 return groupByTo(LinkedHashMap<K,
MutableList<Int>>(), keySelector)
}
/**
 * Groups elements of the original array by the key returned by the
 * given [keySelector] function
 * applied to each element and returns a map where each group key is associated with
 * a list of corresponding elements.
 */
/**
 * The returned
 * map preserves the entry iteration order of the keys produced from the original array.
 */
/**
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <K>
LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
 return

```

groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)\n\n/\*\*\n \* Groups elements of the original array by the key returned by the given [keySelector] function\n \* applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupBy\n \* \n\npublic inline fun <K> FloatArray.groupBy(keySelector: (Float) -> K): Map<K, List<Float>> {\n return groupByTo(LinkedHashMap<K, MutableList<Float>>(), keySelector)\n\n}\n\n/\*\*\n \* Groups elements of the original array by the given [keySelector] function\n \* applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupBy\n \* \n\npublic inline fun <K> DoubleArray.groupBy(keySelector: (Double) -> K): Map<K, List<Double>> {\n return groupByTo(LinkedHashMap<K, MutableList<Double>>(), keySelector)\n\n}\n\n/\*\*\n \* Groups elements of the original array by the key returned by the given [keySelector] function\n \* applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupBy\n \* \n\npublic inline fun <K> BooleanArray.groupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {\n return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)\n\n}\n\n/\*\*\n \* Groups elements of the original array by the key returned by the given [keySelector] function\n \* applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupBy\n \* \n\npublic inline fun <K> CharArray.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n\n}\n\n/\*\*\n \* Groups values returned by the [valueTransform] function applied to each element of the original array\n \* by the key returned by the given [keySelector] function applied to the element\n \* and returns a map where each group key is associated with a list of corresponding values.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n \* \n\npublic inline fun <T, K, V> Array<out T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\n}\n\n/\*\*\n \* Groups values returned by the [valueTransform] function applied to each element of the original array\n \* by the key returned by the given [keySelector] function applied to the element\n \* and returns a map where each group key is associated with a list of corresponding values.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n \* \n\npublic inline fun <K, V> ByteArray.groupBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\n}\n\n/\*\*\n \* Groups values returned by the [valueTransform] function applied to each element of the original array\n \* by the key returned by the given [keySelector] function applied to the element\n \* and returns a map where each group key is associated with a list of corresponding values.\n \* \n \* The returned map preserves the entry iteration order of the keys produced from the original array.\n \* \n \* @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n \* \n\npublic inline fun <K, V> ShortArray.groupBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n\n}\n\n/\*\*\n \* Groups values returned by the [valueTransform] function applied to each element of the original array\n \* by the key returned by the given [keySelector] function applied to the element\n \* and returns a map where each group key



```

[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n *^\npublic inline
fun
<K, M : MutableMap<in K, MutableList<Byte>>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) ->
K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) {
ArrayList<Byte>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n *^\npublic inline
fun <K, M : MutableMap<in K, MutableList<Short>>>> ShortArray.groupByTo(destination: M, keySelector: (Short)
-> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<Short>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each
element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n *
@return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*^\npublic inline fun <K, M : MutableMap<in K, MutableList<Int>>>> IntArray.groupByTo(destination: M,
keySelector: (Int) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<Int>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each
element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n *
@return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*^\npublic inline fun <K, M : MutableMap<in K, MutableList<Long>>>> LongArray.groupByTo(destination: M,
keySelector: (Long) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<Long>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n
* Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each
element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n *
@return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*^\npublic inline fun <K, M : MutableMap<in K, MutableList<Float>>>> FloatArray.groupByTo(destination: M,
keySelector: (Float) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<Float>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n
* Groups elements of the original array by the key returned by the given
[keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with
a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n *^\npublic inline fun <K, M : MutableMap<in K,
MutableList<Double>>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K): M {\n for
(element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) {
ArrayList<Double>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n *
@sample samples.collections.Collections.Transformations.groupBy\n *^\npublic inline fun <K, M :
MutableMap<in K, MutableList<Boolean>>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) ->
K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) {
ArrayList<Boolean>() }\n list.add(element)\n }\n return destination}\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n *^\npublic inline
fun <K, M : MutableMap<in K, MutableList<Char>>>> CharArray.groupByTo(destination: M, keySelector: (Char) -

```

```

> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)
{ ArrayList<Char>() }\n list.add(element)\n }\n return destination}\n\n/**\n * Groups values returned by
the [valueTransform] function applied to each element of the original array\n * by the key returned by the given
[keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a
list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <T, K, V, M :
MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination]
map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n *
@sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K,
valueTransform: (Byte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return
The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K,
valueTransform: (Short) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> IntArray.groupByTo(destination:
M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {\n for (element in this) {\n val key =
keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return destination}\n\n/**\n * Groups values returned by the
[valueTransform] function applied to each element of the original array\n * by the key returned by the given
[keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a
list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> LongArray.groupByTo(destination: M, keySelector: (Long) -> K,
valueTransform: (Long) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> FloatArray.groupByTo(destination: M, keySelector: (Float) -> K,
valueTransform: (Float) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination}\n\n

```

```

destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n
 * by the key returned by the given [keySelector] function applied to the element\n * and puts to the [destination]
map each group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n *
@sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K,
valueTransform: (Double) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list
= destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return
The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K,
valueTransform: (Boolean) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list
= destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n */\npublic
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> CharArray.groupByTo(destination:
M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {\n for (element in this) {\n val key =
keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source from an
array to be used later with one of group-and-fold operations\n * using the specified [keySelector] function to extract
a key from each element.\n * \n * @sample samples.collections.Grouping.groupingByEachCount\n
*/\n@SinceKotlin("1.1")\npublic inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K):
Grouping<T, K> {\n return object : Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> =
this@groupingBy.iterator()\n override fun keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element in the
original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <T,
R> Array<out T>.map(transform: (T) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic
inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic
inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in
the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun
<R> IntArray.map(transform: (Int) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R>
LongArray.map(transform: (Long) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic inline fun <R>
FloatArray.map(transform: (Float) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *

```

Returns a list containing the results of applying the given [transform] function to each element in the original array.

```

@sample samples.collections.Collections.Transformations.map
public inline fun <R> DoubleArray.map(transform: (Double) -> R): List<R> {
 return mapTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element in the original array.

```

@sample samples.collections.Collections.Transformations.map
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
 return mapTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element in the original array.

```

@sample samples.collections.Collections.Transformations.map
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
 return mapTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <T, R> Array<out T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

```

@param [transform] function that takes the index of an element and the element itself
and returns the result of the transform applied to the element.
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
 return mapIndexedTo(ArrayList<R>(size), transform)
}

```

```

transform applied to the element.\n */\npublic inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -
> R): List<R>
{\n return mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing only the non-
null results of applying the given [transform] function\n * to each element and its index in the original array.\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of
the transform applied to the element.\n */\npublic inline fun <T, R : Any> Array<out
T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {\n return
mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each
element and its index in the original array\n * and appends only the non-null results to the given [destination].\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of
the transform applied to the element.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Array<out
T>.mapIndexedNotNullTo(destination:
C, transform: (index: Int, T) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let {
destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element
and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform]
function that takes the index of an element and the element itself\n * and returns the result of the transform applied
to the element.\n */\npublic inline fun <T, R, C : MutableCollection<in R>> Array<out
T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {\n var index = 0\n for (item in this)\n
destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform]
function to each element and its index in the original array\n * and appends the results to the given [destination].\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of
the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {\n var index = 0\n for
(item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given
[transform] function to each element and its index in the original array\n * and appends the results to the given
[destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and
returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>
ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {\n var index = 0\n for (item in
this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given
[transform] function to each element and its index in the original array\n * and appends the results to the given
[destination].\n * @param [transform] function that takes the index of an
element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline
fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C
{\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return
destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n *
and appends the results to the given [destination].\n * @param [transform] function that takes the index of an
element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline
fun <R, C : MutableCollection<in R>> LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) ->
R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++,
item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in
the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes
the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>
FloatArray.mapIndexedTo(destination: C, transform:
(index: Int, Float) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++,
item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in
the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes
the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>
DoubleArray.mapIndexedTo(destination:

```



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C, transform: (index: Int, Double) -> R): C {\n var index = 0\n for (item in this)\n
destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform]
function to each element and its index in the original array\n * and appends the results to the given [destination].\n *
@param [transform] function that takes the index of an element and the element itself\n * and returns the result of
the transform applied to the element.\n */\npublic inline fun <R, C : MutableCollection<in R>>
BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {\n var index = 0\n for
(item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given
[transform] function to each element and its index in the original array\n * and appends the results to the given
[destination].\n * @param [transform] function that takes the index of an element
and the element itself\n * and returns the result of the transform applied to the element.\n */\npublic inline fun <R,
C : MutableCollection<in R>> CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n
var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return
destination\n}\n\n/**\n * Returns a list containing only the non-null results of applying the given [transform]
function\n * to each element in the original array.\n */\n\n * @sample
samples.collections.Collections.Transformations.mapNotNull\n */\npublic inline fun <T, R : Any> Array<out
T>.mapNotNull(transform: (T) -> R?): List<R> {\n return mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n
* Applies the given [transform] function to each element in the original array\n * and appends only the non-null
results to the given [destination].\n */\npublic inline fun <T, R : Any, C : MutableCollection<in R>> Array<out
T>.mapNotNullTo(destination: C, transform:
(T) -> R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return
destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and
appends the results to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in R>>
Array<out T>.mapTo(destination: C, transform: (T) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C :
MutableCollection<in R>> ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun
<R, C : MutableCollection<in R>> ShortArray.mapTo(destination: C, transform: (Short) -> R): C {\n for (item in
this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform]
function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic
inline fun <R, C : MutableCollection<in R>> IntArray.mapTo(destination: C, transform: (Int) -> R): C {\n for
(item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given
[transform] function to each element of the original array\n * and appends the results to the given [destination].\n
*/\npublic inline fun <R, C : MutableCollection<in R>> LongArray.mapTo(destination: C, transform: (Long) -> R):
C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the
given [transform] function to each element of the original array\n * and appends
the results to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
FloatArray.mapTo(destination: C, transform: (Float) -> R): C {\n for (item in this)\n
destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each
element of the original array\n * and appends the results to the given [destination].\n */\npublic inline fun <R, C :
MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {\n for (item in
this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform]
function to each element of the original array\n * and appends the results to the given [destination].\n */\npublic
inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C
{\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the
given [transform] function to each element of the original array\n * and appends the results to the given
[destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C,

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transform: (Char) -> R): C { \n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun IntArray.withIndex(): Iterable<IndexedValue<Int>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun LongArray.withIndex(): Iterable<IndexedValue<Long>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a lazy [Iterable] that wraps each element of the original array\n \* into an [IndexedValue] containing the index of that element and the element itself.\n \*/\npublic fun CharArray.withIndex(): Iterable<IndexedValue<Char>> { \n return IndexingIterable { iterator() } }\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* Among equal elements of the given array, only the first one will be present in the resulting list.\n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun <T> Array<out T>.distinct(): List<T> { \n return this.toMutableSet().toList()\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun ByteArray.distinct(): List<Byte> { \n return this.toMutableSet().toList()\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun ShortArray.distinct(): List<Short> { \n return this.toMutableSet().toList()\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun IntArray.distinct(): List<Int> { \n return this.toMutableSet().toList()\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun LongArray.distinct(): List<Long> { \n return this.toMutableSet().toList()\n}\n\n/\*\*\n \* Returns a list containing only distinct elements from the given array.\n \* \n \* The elements in the resulting list are in the same order as they were in the source array.\n \*/\n \* @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n \*/\npublic fun FloatArray.distinct():

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List<Float> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only distinct elements
from the given array.\n * \n * The elements in the resulting list are in the same order as they were in the source
array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun
DoubleArray.distinct(): List<Double> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list
containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the same
order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun BooleanArray.distinct():
List<Boolean> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns
a list containing only distinct elements from the given array.\n * \n * The elements in the resulting list are in the
same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic fun CharArray.distinct():
List<Char> {\n return this.toMutableSet().toList()\n}\n\n/**\n * Returns a list containing only elements from the
given array\n * having distinct keys returned by the given [selector] function.\n * \n * Among elements of the given
array with equal keys, only the first one will be present in the resulting list.\n * \n * The elements in the resulting
list are
in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <T, K> Array<out
T>.distinctBy(selector: (T) -> K): List<T> {\n val set = HashSet<K>()\n val list = ArrayList<T>()\n for (e in
this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from
the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the
resulting list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K>
ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n val set = HashSet<K>()\n val list =
ArrayList<Byte>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys
returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they
were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n val set =
HashSet<K>()\n val list = ArrayList<Short>()\n for (e in this) {\n val key = selector(e)\n if
(set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the
given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting
list are in the same order as they were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K>
IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n val set = HashSet<K>()\n val list = ArrayList<Int>()\n
for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned
by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the
source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic
inline fun <K> LongArray.distinctBy(selector: (Long) -> K): List<Long> {\n val set = HashSet<K>()\n val list
= ArrayList<Long>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n
 }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys
returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they
were in the source array.\n * \n * @sample
samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K>
FloatArray.distinctBy(selector: (Float) -> K): List<Float> {\n val set = HashSet<K>()\n val list =
ArrayList<Float>()\n for (e in this)

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 {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> DoubleArray.distinctBy(selector: (Double) -> K): List<Double> {\n val set = HashSet<K>()\n val list = ArrayList<Double>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean> {\n val set = HashSet<K>()\n val list = ArrayList<Boolean>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a list containing only elements from the given array\n * having distinct keys returned by the given [selector] function.\n * \n * The elements in the resulting list are in the same order as they were in the source array.\n * \n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */\npublic inline fun <K> CharArray.distinctBy(selector: (Char) -> K): List<Char> {\n val set = HashSet<K>()\n val list = ArrayList<Char>()\n for (e in this) {\n val key = selector(e)\n if (set.add(key))\n list.add(e)\n }\n return list\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun <T> Array<out T>.intersect(other: Iterable<T>): Set<T> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun ShortArray.intersect(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun IntArray.intersect(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun LongArray.intersect(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun FloatArray.intersect(other: Iterable<Float>): Set<Float> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n */\npublic infix fun DoubleArray.intersect(other: Iterable<Double>): Set<Double> {\n

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val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all
elements that are contained by both this array and the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n * \n * To get a set containing all elements that are contained at least in
one of these collections use [union].\n */\npublic infix fun BooleanArray.intersect(other: Iterable<Boolean>):
Set<Boolean> {\n val set = this.toMutableSet()\n set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set
containing all elements that are contained by both this array and the specified collection.\n * \n * The returned set
preserves the element iteration order of the original array.\n
* \n * To get a set containing all elements that are contained at least in one of these collections use [union].\n
*/\npublic infix fun CharArray.intersect(other: Iterable<Char>): Set<Char> {\n val set = this.toMutableSet()\n
set.retainAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array
and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of the
original array.\n */\npublic infix fun <T> Array<out T>.subtract(other: Iterable<T>): Set<T> {\n val set =
this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n */\npublic infix fun ByteArray.subtract(other: Iterable<Byte>):
Set<Byte> {\n val set = this.toMutableSet()\n set.removeAll(other)\n
return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this array and not contained by
the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n
*/\npublic infix fun ShortArray.subtract(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n
set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this
array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of
the original array.\n */\npublic infix fun IntArray.subtract(other: Iterable<Int>): Set<Int> {\n val set =
this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n */\npublic
infix fun LongArray.subtract(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n
set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that are contained by this
array and not contained by the specified collection.\n * \n * The returned set preserves the element iteration order of
the original array.\n */\npublic infix fun FloatArray.subtract(other: Iterable<Float>): Set<Float> {\n val set =
this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n */\npublic infix fun DoubleArray.subtract(other: Iterable<Double>):
Set<Double> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set
containing all elements that are contained by this array and not contained
by the specified collection.\n * \n * The returned set preserves the element iteration order of the original array.\n
*/\npublic infix fun BooleanArray.subtract(other: Iterable<Boolean>): Set<Boolean> {\n val set =
this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a set containing all elements that
are contained by this array and not contained by the specified collection.\n * \n * The returned set preserves the
element iteration order of the original array.\n */\npublic infix fun CharArray.subtract(other: Iterable<Char>):
Set<Char> {\n val set = this.toMutableSet()\n set.removeAll(other)\n return set\n}\n\n/**\n * Returns a new
[MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element
iteration order of the original array.\n */\npublic fun <T> Array<out T>.toMutableSet(): MutableSet<T> {\n return
toCollection(LinkedHashSet<T>(mapCapacity(size)))\n}\n\n/**\n * Returns a new
[MutableSet] containing all distinct elements from the given array.\n * \n * The returned set preserves the element
iteration order of the original array.\n */\npublic fun ByteArray.toMutableSet(): MutableSet<Byte> {\n return
toCollection(LinkedHashSet<Byte>(mapCapacity(size)))\n}\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun ShortArray.toMutableSet(): MutableSet<Short> {\n return

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toCollection(LinkedHashSet<Short>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun IntArray.toMutableSet(): MutableSet<Int> {\n return
toCollection(LinkedHashSet<Int>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n
* \n * The returned set preserves the element iteration order of the original array.\n */\npublic fun
LongArray.toMutableSet(): MutableSet<Long> {\n return
toCollection(LinkedHashSet<Long>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun FloatArray.toMutableSet(): MutableSet<Float> {\n return
toCollection(LinkedHashSet<Float>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing all
distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the original
array.\n */\npublic fun DoubleArray.toMutableSet(): MutableSet<Double> {\n return
toCollection(LinkedHashSet<Double>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing
all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order
of the original array.\n */\npublic fun BooleanArray.toMutableSet(): MutableSet<Boolean> {\n return
toCollection(LinkedHashSet<Boolean>(mapCapacity(size)))\n\n/**\n * Returns a new [MutableSet] containing
all distinct elements from the given array.\n * \n * The returned set preserves the element iteration order of the
original array.\n */\npublic fun CharArray.toMutableSet(): MutableSet<Char> {\n return
toCollection(LinkedHashSet<Char>(mapCapacity(size.coerceAtMost(128))))\n\n/**\n * Returns a set containing
all distinct elements from both collections.\n * \n * The returned set preserves the element iteration order of the
original array.\n * Those elements of the [other] collection that are unique are iterated in the end\n * in the order of
the [other] collection.\n * \n * To get a set containing all elements that are contained in both collections use
[intersect].\n */\npublic infix fun <T> Array<out T>.union(other: Iterable<T>): Set<T> {\n val set =
this.toMutableSet()\n
 set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both
collections.\n * \n * The returned set preserves the element iteration order of the original array.\n * Those elements
of the [other] collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To
get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun
ByteArray.union(other: Iterable<Byte>): Set<Byte> {\n val set = this.toMutableSet()\n set.addAll(other)\n
return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set
preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are
unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set containing all elements
that are contained in both collections use [intersect].\n */\npublic
infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {\n val set = this.toMutableSet()\n
set.addAll(other)\n return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n
*\n * The returned set preserves the element iteration order of the original array.\n * Those elements of the [other]
collection that are unique are iterated in the end\n * in the order of the [other] collection.\n * \n * To get a set
containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun
IntArray.union(other: Iterable<Int>): Set<Int> {\n val set = this.toMutableSet()\n set.addAll(other)\n
return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set
preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are
unique are iterated in the end\n * in the order of the [other] collection.\n * \n
* To get a set containing all elements that are contained in both collections use [intersect].\n */\npublic infix fun
LongArray.union(other: Iterable<Long>): Set<Long> {\n val set = this.toMutableSet()\n set.addAll(other)\n
return set\n}\n\n/**\n * Returns a set containing all distinct elements from both collections.\n * \n * The returned set
preserves the element iteration order of the original array.\n * Those elements of the [other] collection that are
unique are iterated in the end\n * in the order of the [other] collection.\n * \n
* To get a set containing all elements

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@sample samples.collections.Collections.Aggregates.anyWithPredicate\n *^/npublic inline fun
IntArray.any(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return true\n
return false\n}\n/n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n
*^/npublic inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {\n for (element in this) if
(predicate(element)) return true\n return false\n}\n/n/**\n * Returns `true` if at least one element matches the
given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n *^/npublic
inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return true\n return false\n}\n/n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n *
@sample samples.collections.Collections.Aggregates.anyWithPredicate\n *^/npublic inline fun
DoubleArray.any(predicate: (Double) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
true\n return false\n}\n/n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n *
@sample samples.collections.Collections.Aggregates.anyWithPredicate\n *^/npublic
inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if
(predicate(element)) return true\n return false\n}\n/n/**\n * Returns `true` if at least one element matches the
given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n *^/npublic
inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return true\n return false\n}\n/n/**\n * Returns the number of elements in this array.\n
*^/n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.count(): Int {\n return size\n}\n/n/**\n *
Returns the number of elements in this array.\n *^/n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.count(): Int {\n return size\n}\n/n/**\n * Returns the number of elements in this array.\n
*^/n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.count(): Int {\n return size\n}\n/n/**\n * Returns the
number of elements in this
array.\n *^/n@kotlin.internal.InlineOnly\npublic inline fun IntArray.count(): Int {\n return size\n}\n/n/**\n *
Returns the number of elements in this array.\n *^/n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.count(): Int {\n return size\n}\n/n/**\n * Returns the number of elements in this array.\n
*^/n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.count(): Int {\n return size\n}\n/n/**\n * Returns the
number of elements in this array.\n *^/n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.count(): Int {\n
return size\n}\n/n/**\n * Returns the number of elements in this array.\n *^/n@kotlin.internal.InlineOnly\npublic
inline fun BooleanArray.count(): Int {\n return size\n}\n/n/**\n * Returns the number of elements in this array.\n
*^/n@kotlin.internal.InlineOnly\npublic inline fun CharArray.count(): Int {\n return size\n}\n/n/**\n * Returns the
number of elements matching the given [predicate].\n *^/npublic inline fun <T> Array<out T>.count(predicate:
(T) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return
count\n}\n/n/**\n * Returns the number of elements matching the given [predicate].\n *^/npublic inline fun
ByteArray.count(predicate: (Byte) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n/n/**\n * Returns the number of elements matching the given
[predicate].\n *^/npublic inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {\n var count = 0\n for
(element in this) if (predicate(element)) ++count\n return count\n}\n/n/**\n * Returns the number of elements
matching the given [predicate].\n *^/npublic inline fun IntArray.count(predicate: (Int) -> Boolean): Int {\n var
count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n/n/**\n * Returns the
number of elements matching the given [predicate].\n *^/npublic inline fun LongArray.count(predicate:
(Long) -> Boolean): Int {\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return
count\n}\n/n/**\n * Returns the number of elements matching the given [predicate].\n *^/npublic inline fun
FloatArray.count(predicate: (Float) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n/n/**\n * Returns the number of elements matching the given
[predicate].\n *^/npublic inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {\n var count = 0\n
for (element in this) if (predicate(element)) ++count\n return count\n}\n/n/**\n * Returns the number of elements
matching the given [predicate].\n *^/npublic inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int

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{\n var count = 0\n for (element in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns
the number of elements matching the given [predicate].\n */\npublic inline fun
CharArray.count(predicate: (Char) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and
applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator
value and an element, and calculates the next accumulator value.\n */\npublic inline fun <T, R> Array<out
T>.fold(initial: R, operation: (acc: R, T) -> R): R {\n var accumulator = initial\n for (element in this)
accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting
with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n *
\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun
<R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {\n var accumulator = initial\n for (element in
this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value
starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n */\npublic inline fun
<R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {\n var accumulator = initial\n for (element in
this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value
starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each
element.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the
next accumulator value.\n */\npublic inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {\n
var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the
next accumulator value.\n */\npublic inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R
{\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator,
element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified
[initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and
an element, and calculates the next accumulator value.\n */\npublic inline fun <R> FloatArray.fold(initial: R,
operation: (acc: R, Float) -> R): R {\n var accumulator = initial\n for (element in this) accumulator =
operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]
value and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns
the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n */\npublic
inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {\n var accumulator = initial\n
for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates
value starting with [initial] value and applying [operation] from left to right\n * to current accumulator
value and each element.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param
[operation] function that takes current accumulator value and an element, and calculates the next accumulator
value.\n */\npublic inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {\n var
accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns the specified [initial]

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value if the array is empty.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \*/\npublic inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <T, R> Array<out T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> IntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> LongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> FloatArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> DoubleArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with

[initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> BooleanArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \*/\npublic inline fun <R> CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ByteArray.foldRight(initial: R, operation: (Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ShortArray.foldRight(initial: R, operation: (Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> IntArray.foldRight(initial: R, operation: (Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> LongArray.foldRight(initial: R, operation: (Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> FloatArray.foldRight(initial: R, operation: (Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\n

[initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R>

DoubleArray.foldRight(initial: R, operation: (Double, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> BooleanArray.foldRight(initial: R, operation: (Boolean, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> CharArray.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself\n \* and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <T, R> Array<out T>.foldRightIndexed(initial: R, operation: (index: Int, T, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself\n \* and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ByteArray.foldRightIndexed(initial: R, operation: (index: Int, Byte, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself\n \* and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself\n \* and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator}\n}\n\n/\*\*\n \* Accumulates value starting with [initial] value and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns the specified [initial] value if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself\n \* and current accumulator value, and calculates the next accumulator value.\n \*/\npublic inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {\n var index = lastIndex\n var accumulator

```

= initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from\n right to left\n * to each element with its index in the original array and current accumulator value.\n * Returns\n the specified [initial] value if the array is empty.\n * @param [operation] function that takes the index of an\n element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index,\n get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with\n [initial] value and applying [operation] from right to left\n * to each element with its index in the original array and current accumulator value.\n * Returns the specified\n [initial] value if the array is empty.\n * @param [operation] function that takes the index of an element, the\n element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun\n <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {\n var index =\n lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index,\n accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]\n value and applying [operation] from right to left\n * to each element with its index in the original array and current\n accumulator value.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation]\n function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun <R>\n BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {\n var index =\n lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index),\n accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]\n value and applying [operation] from right to left\n * to each element with its index in the original array and current\n accumulator value.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation]\n function that takes the index of an element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n */\n\npublic inline fun <R>\n CharArray.foldRightIndexed(initial: R, operation: (index: Int,\n Char, acc: R) -> R): R {\n var index = lastIndex\n var accumulator\n = initial\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each element.\n */\n\npublic inline fun <T>\n Array<out T>.forEach(action: (T) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs\n the given [action] on each element.\n */\n\npublic inline fun\n ByteArray.forEach(action: (Byte) -> Unit): Unit {\n for\n (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\n\npublic inline fun\n ShortArray.forEach(action: (Short) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs\n the given [action] on each element.\n */\n\npublic inline fun\n IntArray.forEach(action: (Int) -> Unit): Unit {\n for\n (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\n\npublic inline fun\n LongArray.forEach(action: (Long) -> Unit): Unit {\n for (element\n in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\n\npublic inline fun\n FloatArray.forEach(action: (Float) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs\n the given [action] on each element.\n */\n\npublic inline fun\n DoubleArray.forEach(action: (Double) -> Unit): Unit {\n for\n (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element.\n */\n\npublic inline\n fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs\n the given [action] on each element.\n */\n\npublic inline fun\n CharArray.forEach(action: (Char) -> Unit):\n Unit {\n for (element in this) action(element)\n}\n\n/**\n * Performs the given [action] on each element, providing\n sequential index with the element.\n * @param [action] function that takes the index of an element and the element\n itself\n * and performs the action on the element.\n */\n\npublic inline\n fun <T> Array<out T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in\n this) action(index++, item)\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index\n with the element.\n * @param [action] function that takes the index of an element and the element itself\n * and

```

performs the action on the element.

```

public inline fun ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun ShortArray.forEachIndexed(action: (index: Int, Short) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun IntArray.forEachIndexed(action: (index: Int, Int) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun LongArray.forEachIndexed(action: (index: Int, Long) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun FloatArray.forEachIndexed(action: (index: Int, Float) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Performs the given [action] on each element, providing sequential index with the element.

```

@param [action] function that takes the index of an element and the element itself

```

\* and performs the action on the element.

```

public inline fun CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {
 var index = 0
 for (item in this) action(index++, item)
}

```

\* Returns the largest element.

\* If any of elements is `NaN` returns `NaN`.

\* @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrNull")
@Suppress("CONFLICTING_OVERLOADS")
public fun Array<out Double>.max(): Double {
 if (isEmpty()) throw NoSuchElementException()
 var max = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 max = maxOf(max, e)
 }
 return max
}

```

\* Returns the largest element.

\* If any of elements is `NaN` returns `NaN`.

\* @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrNull")
@Suppress("CONFLICTING_OVERLOADS")
public fun Array<out Float>.max(): Float {
 if (isEmpty()) throw NoSuchElementException()
 var max = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 max = maxOf(max, e)
 }
 return max
}

```

\* Returns the largest element.

\* @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrNull")
@Suppress("CONFLICTING_OVERLOADS")
public fun <T : Comparable<T>> Array<out T>.max(): T {
 if (isEmpty()) throw NoSuchElementException()
 var max = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (max < e) max = e
 }
 return max
}

```

\* Returns the largest element.

\* @throws NoSuchElementException if the array is empty.

```

@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrNull")
@Suppress("CONFLICTING_OVERLOADS")
public fun ByteArray.max(): Byte {
 if (isEmpty()) throw NoSuchElementException()
 var max = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (max < e) max = e
 }
 return max
}

```

\* Returns the largest element.

\* @throws NoSuchElementException if the array is empty.

```

*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ShortArray.max(): Short {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun IntArray.max(): Int {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun LongArray.max(): Long {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun FloatArray.max(): Float {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun DoubleArray.max(): Double {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharArray.max(): Char {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxBy(selector: (T) -> R): T {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ByteArray.maxBy(selector: (Byte) -> R): Byte {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ShortArray.maxBy(selector: (Short) -> R): Short {\n if (isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n}

```



```

 var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> IntArray.maxBy(selector: (Int) -> R): Int {\n if (isEmpty())\n throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)\n return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> LongArray.maxBy(selector: (Long) -> R): Long {\n if (isEmpty())\n throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)\n return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> FloatArray.maxBy(selector: (Float) -> R): Float {\n if (isEmpty())\n throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)\n return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> DoubleArray.maxBy(selector: (Double) -> R): Double {\n if (isEmpty())\n throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)\n return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> BooleanArray.maxBy(selector: (Boolean) -> R): Boolean {\n if (isEmpty())\n throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)\n return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n * \n * @sample\n * samples.collections.Collections.Aggregates.maxBy\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> CharArray.maxBy(selector: (Char) -> R): Char {\n if

```

```

(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Array<out T>.maxByOrNull(selector: (T) -> R): T? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> ByteArray.maxByOrNull(selector: (Byte) -> R): Byte? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> ShortArray.maxByOrNull(selector: (Short) -> R): Short? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex)\n {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> IntArray.maxByOrNull(selector: (Int) -> R): Int? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> LongArray.maxByOrNull(selector: (Long) -> R): Long? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> FloatArray.maxByOrNull(selector: (Float) -> R): Float? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample\n samples.collections.Collections.Aggregates.maxByOrNull\n */\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> DoubleArray.maxByOrNull(selector: (Double) -> R): Double? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxValue < v)\n {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element

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yielding the largest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n * \n * @SinceKotlin("1.4")\npublic inline fun <R :
Comparable<R>> BooleanArray.maxByOrNull(selector: (Boolean) -> R): Boolean? {\n if (isEmpty()) return
null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var
maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if
(maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n *
Returns the first element yielding the largest value of the given function or `null` if there are no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.maxByOrNull\n * \n * @SinceKotlin("1.4")\npublic inline fun
<R : Comparable<R>> CharArray.maxByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty())
return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n
var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if
(maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n *
Returns the largest value among all values produced by [selector] function\n * applied to each element in the
array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Array<out T>.maxOf(selector: (T) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for
(i in 1..lastIndex)\n {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each
element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun ByteArray.maxOf(selector: (Byte) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun ShortArray.maxOf(selector: (Short) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun IntArray.maxOf(selector: (Int) -> Double): Double {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun LongArray.maxOf(selector: (Long) ->

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Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v =
 selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun FloatArray.maxOf(selector: (Float) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun DoubleArray.maxOf(selector: (Double) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun BooleanArray.maxOf(selector: (Boolean) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v =
 selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun CharArray.maxOf(selector: (Char) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.maxOf(selector: (T) -> Float): Float {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}

Returns the largest value among all values produced by [selector] function
applied to each element in the array.
If any of values produced by [selector] function is NaN, the returned result is NaN.
throws NoSuchElementException if the array is empty.

@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun ByteArray.maxOf(selector: (Byte) -> Float): Float {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return

```

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maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun ShortArray.maxOf(selector: (Short) -> Float): Float {\n if (isEmpty()) throw\n NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =\n selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws\n NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOf(selector: (Int) -> Float):\n Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in\n 1..lastIndex) {\n val v = selector(this[i])\n maxValue\n = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values\n produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by\n [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is\n empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOf(selector: (Long) ->\n Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i\n in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return\n maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the\n returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOf(selector: (Float) ->\n Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i\n in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return\n maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun DoubleArray.maxOf(selector: (Double) -> Float): Float {\n if (isEmpty()) throw\n NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =\n selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws\n NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOf(selector: (Boolean) ->\n Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i\n in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue,\n v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector]\n function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`,\n the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOf(selector: (Char) -> Float):
Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R : Comparable<R>> Array<out T>.maxOf(selector: (T) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ByteArray.maxOf(selector: (Byte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
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ShortArray.maxOf(selector: (Short) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
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produced by [selector] function\n * applied to each element in the array.\n * \n * @throws
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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOf(selector: (Long) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n
 var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue <
v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all
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FloatArray.maxOf(selector: (Float) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
 maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element

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in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.maxOf(selector: (Double) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue}\n\n/**\n * Returns the largest value among all values
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BooleanArray.maxOf(selector: (Boolean)
-> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in
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CharArray.maxOf(selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
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maxValue = v\n }\n }\n return maxValue}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOfOrNull(selector:
(T) -> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.maxOfOrNull(selector: (Byte) -> Double): Double? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.maxOfOrNull(selector: (Short) -
> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n *
\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOfOrNull(selector: (Int) ->
Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null`

```

if there are no elements.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOfOrNull(selector: (Long) -
> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array
or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n

```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOfOrNull(selector: (Float) -
> Double): Double? {\n if (isEmpty())
return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOfOrNull(selector:
(Double) -> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOfOrNull(selector:
(Boolean) -> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOfOrNull(selector: (Char) -> Double): Double? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.maxOfOrNull(selector:
(T) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.maxOfOrNull(selector: (Byte) ->
Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns

```



the largest value among all values produced by [selector] function\n \* applied to each element in the array or `null` if there are no elements.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun ShortArray.maxOrNull(selector: (Short) -> Float): Float? {\n if (isEmpty()) return null\n var\n maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue =\n maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced\n * by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n * values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.maxOrNull(selector: (Int) ->
```

```
Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return\n maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to\n * each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n * is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.maxOrNull(selector: (Long) -
```

```
> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns\n * the largest value among all values produced by [selector] function\n * applied to each element in the array or `null`\n * if there are no elements.\n
```

```
 * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.maxOrNull(selector: (Float) -
```

```
> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns\n * the largest value among all values produced by [selector] function\n * applied to each element in the array or `null`\n * if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n * `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.maxOrNull(selector:
```

```
(Double) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in\n 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return\n maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to\n * each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n * is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.maxOrNull(selector:
```

```
(Boolean) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in\n 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return\n maxValue\n}\n\n/**\n * Returns the largest value among all\n * values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.maxOrNull(selector: (Char) ->
```

```
Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n
```

```

val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n } \n return maxValue\n}\n\n/**\n * Returns
the largest value among all values produced by [selector] function\n * applied to each element in the array or `null`
if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T,
R : Comparable<R>> Array<out T>.maxOfOrNull(selector: (T) -> R): R? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ByteArray.maxOfOrNull(selector: (Byte) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ShortArray.maxOfOrNull(selector: (Short) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
IntArray.maxOfOrNull(selector: (Int) -> R):
R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (maxValue < v) {\n maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each element in the array
or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.maxOfOrNull(selector: (Long) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the
array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
FloatArray.maxOfOrNull(selector: (Float) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n } \n } \n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.maxOfOrNull(selector: (Double) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n
for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n } \n
} \n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.maxOfOrNull(selector: (Boolean) -> R): R? {\n if (isEmpty()) return null\n var maxV =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxV < v) {\n
maxV = v\n }\n }\n return maxV\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> CharArray.maxOfOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return
null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(maxV < v) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n * Returns the largest value
according to the provided [comparator]\n * among all values produced by [selector] function applied to each
element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out
T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.maxOfWith(comparator:
Comparator<in R>, selector: (Byte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.maxOfWith(comparator:
Comparator<in R>, selector: (Short) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> IntArray.maxOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {\n if (isEmpty())
throw NoSuchElementException()\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return
maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if
the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.maxOfWith(comparator:
Comparator<in R>, selector:
(Long) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxV = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n

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maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.maxOfWith(comparator:
Comparator<in R>, selector: (Float) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.maxOfWith(comparator:
Comparator<in R>, selector: (Double) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.maxOfWith(comparator:
Comparator<in R>, selector: (Boolean) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.maxOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n if (isEmpty())
throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out
T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n if (isEmpty()) return null\n
var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue,
v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value
according to the provided [comparator]\n * among all values produced by [selector] function applied to each
element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n if (isEmpty()) return
null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are

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no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n if (isEmpty())
return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
IntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R?
{\n if (isEmpty()) return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return
maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
LongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n if (isEmpty())
return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n *
Returns
the largest value according to the provided [comparator]\n * among all values produced by [selector] function
applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
FloatArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n if (isEmpty())
return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return maxV\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> DoubleArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n
if (isEmpty()) return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n return
maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
BooleanArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n if (isEmpty())
return null\n var maxV = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n if (comparator.compare(maxV, v) < 0) {\n maxV = v\n }\n }\n
return maxV\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no
elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty()) return

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null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN`
returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun Array<out Double>.maxOrNull(): Double? {\n if
(isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max =
maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n *
\n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun Array<out
Float>.maxOrNull(): Float? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n * \n * Returns the largest element or `null` if
there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Array<out T>.maxOrNull():
T? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest
element or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ByteArray.maxOrNull(): Byte?
{\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max <
e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n
\n * Returns the largest element or `null` if there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun ShortArray.maxOrNull(): Short? {\n if (isEmpty()) return null\n var max
= this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * Returns the largest element or `null` if
there are no elements.\n */\n@SinceKotlin("1.4")\npublic fun IntArray.maxOrNull(): Int? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n */\n@SinceKotlin("1.4")\npublic
fun LongArray.maxOrNull(): Long? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex)
{\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or
`null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun FloatArray.maxOrNull(): Float? {\n if (isEmpty()) return null\n var max
= this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n return
max\n}\n\n/**\n * Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN`
returns `NaN`.\n */\n@SinceKotlin("1.4")\npublic fun DoubleArray.maxOrNull(): Double? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n max = maxOf(max, e)\n }\n
return max\n}\n\n/**\n * Returns the largest element or `null`
if there are no elements.\n * \n * Returns the first element having the largest value according to the provided
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic fun <T> Array<out T>.maxWith(comparator: Comparator<in T>): T {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic
fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic

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LOADS\`)npublic fun ShortArray.maxWith(comparator: Comparator<in Short>): Short {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according
to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun IntArray.maxWith(comparator: Comparator<in Int>): Int {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun LongArray.maxWith(comparator: Comparator<in Long>): Long {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max
= e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun FloatArray.maxWith(comparator: Comparator<in Float>): Float {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is
empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double {\n if (isEmpty())
throw NoSuchElementException()\n var max =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n
return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean {\n if
(isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e =
this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element having the largest value according to the provided [comparator].\n * \n * @throws
NoSuchElementException if the array is empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS\`)npublic fun CharArray.maxWith(comparator:
Comparator<in Char>): Char {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return
max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null`
if there are no elements.\n
\n\n@SinceKotlin("1.4")\npublic fun <T> Array<out T>.maxWithOrNull(comparator:
Comparator<in T>): T? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e
= this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
\n\n@SinceKotlin("1.4")\npublic fun ByteArray.maxWithOrNull(comparator: Comparator<in Byte>): Byte? {\n
if (isEmpty()) return null\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return
max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator] or `null`

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if there are no elements.\n * \n @SinceKotlin("1.4")\n public fun ShortArray.maxWithOrNull(comparator:
Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n }\n\n\n * Returns the
first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public fun IntArray.maxWithOrNull(comparator: Comparator<in Int>): Int? {\n if
(isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n }\n\n\n * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public fun LongArray.maxWithOrNull(comparator: Comparator<in
Long>): Long? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e =
this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n }\n\n\n * Returns the first
element having the largest value according to the provided [comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public fun FloatArray.maxWithOrNull(comparator: Comparator<in Float>): Float? {\n
if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n }\n\n\n * Returns the first element having the
largest value according to the provided [comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public
fun DoubleArray.maxWithOrNull(comparator: Comparator<in Double>): Double? {\n if (isEmpty()) return null\n
var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max =
e\n }\n return max\n }\n\n\n * Returns the first element having the largest value according to the provided
[comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public fun
BooleanArray.maxWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n if (isEmpty()) return null\n
var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max =
e\n }\n return max\n }\n\n\n * Returns the first element having the largest value according to the provided
[comparator] or `null` if there are no elements.\n
\n * \n @SinceKotlin("1.4")\n public fun
CharArray.maxWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty())
return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max,
e) < 0) max = e\n }\n return max\n }\n\n\n * Returns the smallest element.\n * \n * If any of elements is `NaN`
returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
\n * \n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun Array<out Double>.min(): Double {\n if (isEmpty()) throw NoSuchElementException()\n var
min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return
min\n }\n\n\n * Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n *
@throws NoSuchElementException if the array is empty.\n
\n * \n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun Array<out Float>.min(): Float {\n if (isEmpty()) throw NoSuchElementException()\n
var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return
min\n }\n\n\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if the array is empty.\n
\n * \n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun <T : Comparable<T>> Array<out T>.min(): T {\n if (isEmpty()) throw
NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e)
min = e\n }\n return min\n }\n\n\n * Returns the smallest element.\n * \n * @throws
NoSuchElementException if the array is empty.\n
\n * \n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun ByteArray.min(): Byte {\n if (isEmpty()) throw NoSuchElementException()\n var min =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min =
e\n }\n return min\n }\n\n\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if
the array is empty.\n

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*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun ShortArray.min(): Short {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun IntArray.min(): Int {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun LongArray.min(): Long {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun FloatArray.min(): Float {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun DoubleArray.min(): Double {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n * @throws NoSuchElementException if the array is empty.\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharArray.min(): Char {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Array<out T>.minBy(selector: (T) -> R): T {\n if (isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte {\n if (isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n */
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> ByteArray.minBy(selector: (Byte) -> R): Byte {\n if (isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n */

```

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ADS`)npublic inline fun <R : Comparable<R>> ShortArray.minBy(selector: (Short) -> R): Short {n if
(isEmpty()) throw NoSuchElementException()n var minElem = this[0]n val lastIndex = this.lastIndexn if
(lastIndex == 0) return minElemn var minValue = selector(minElem)n for (i in 1..lastIndex) {n val e =
this[i]n val v = selector(e)n
 if (minValue > v) {n minElem = e minValue = v }n }n return minElem\n}\n\n/**n
* Returns the first element yielding the smallest value of the given function.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> IntArray.minBy(selector: (Int) -> R): Int {n if (isEmpty())
throw NoSuchElementException()n var minElem = this[0]n val lastIndex = this.lastIndexn if (lastIndex ==
0) return minElemn var minValue = selector(minElem)n for (i in 1..lastIndex) {n val e = this[i]n val
v = selector(e)n if (minValue > v) {n minElem = e minValue = v }n }n return
minElem\n}\n\n/**n
* Returns the first element yielding the smallest value
of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> LongArray.minBy(selector: (Long) -> R): Long {n if
(isEmpty()) throw NoSuchElementException()n var minElem = this[0]n val lastIndex = this.lastIndexn if
(lastIndex == 0) return minElemn var minValue = selector(minElem)n for (i in 1..lastIndex) {n val e =
this[i]n val v = selector(e)n if (minValue > v) {n minElem = e minValue = v }n }n
}n return minElem\n}\n\n/**n
* Returns the first element yielding the smallest value of the given function.\n * \n *
@throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic
inline fun <R : Comparable<R>> FloatArray.minBy(selector: (Float) -> R): Float {n if (isEmpty()) throw
NoSuchElementException()n var minElem = this[0]n val lastIndex = this.lastIndexn if (lastIndex == 0)
return minElemn var minValue = selector(minElem)n for (i in 1..lastIndex) {n val e = this[i]n val v =
selector(e)n if (minValue > v) {n minElem = e minValue = v }n }n return
minElem\n}\n\n/**n
* Returns the first element yielding the smallest value of the given function.\n * \n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> DoubleArray.minBy(selector: (Double) -> R): Double {n if
(isEmpty()) throw NoSuchElementException()n
 var minElem = this[0]n val lastIndex = this.lastIndexn if (lastIndex == 0) return minElemn var minValue
= selector(minElem)n for (i in 1..lastIndex) {n val e = this[i]n val v = selector(e)n if (minValue >
v) {n minElem = e minValue = v }n }n return minElem\n}\n\n/**n
* Returns the first
element yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the array is
empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")n@kotlin.jvm.JvmName("minByOrThrow")n@Suppress("CONFLICTING_OVERLO
ADS`)npublic inline fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean {n if
(isEmpty()) throw NoSuchElementException()n var minElem = this[0]n val lastIndex = this.lastIndexn if
(lastIndex == 0) return minElemn var minValue = selector(minElem)n for (i in 1..lastIndex)
{n val e = this[i]n val v = selector(e)n if (minValue > v) {n minElem = e minValue
= v }n }n return minElem\n}\n\n/**n
* Returns the first element yielding the smallest value of the given
function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample

```

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samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLO
ADS")\npublic inline fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char {\n if
(isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns
the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun
<T, R : Comparable<R>> Array<out T>.minByOrNull(selector: (T) -> R): T? {\n if (isEmpty()) return null\n var
minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R :
Comparable<R>> ByteArray.minByOrNull(selector: (Byte) -> R): Byte? {\n if
(isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return
minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v =
selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return
minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there
are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> ShortArray.minByOrNull(selector: (Short) ->
R): Short? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem
= e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the
smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R :
Comparable<R>> IntArray.minByOrNull(selector: (Int) -> R): Int? {\n if (isEmpty()) return null\n var minElem
= this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline
fun <R : Comparable<R>> LongArray.minByOrNull(selector: (Long) -> R): Long? {\n if (isEmpty()) return
null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var
minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if
(minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n *
Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n *
@sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun
<R : Comparable<R>> FloatArray.minByOrNull(selector: (Float) -> R): Float? {\n if (isEmpty()) return null\n
var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =
selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v)
{\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first
element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> DoubleArray.minByOrNull(selector: (Double)
-> R): Double? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if

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(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or
`null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n * @SinceKotlin("1.4")\n * public inline fun <R : Comparable<R>> BooleanArray.minByOrNull(selector:
(Boolean) -> R): Boolean? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex =
this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in
1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n
minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value
of the given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n * \n * @SinceKotlin("1.4")\n * public inline fun <R :
Comparable<R>> CharArray.minByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var
minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return
minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v =
selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return
minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun <T> Array<out T>.minOf(selector: (T) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun ByteArray.minOf(selector: (Byte) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException\n * if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun ShortArray.minOf(selector: (Short) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n * @SinceKotlin("1.4")\n * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n * @OverloadResolution
ByLambdaReturnType\n * @kotlin.internal.InlineOnly\n * public inline fun IntArray.minOf(selector: (Int) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) ->\nDouble): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n *
```

Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the\n array.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) ->\nDouble): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws NoSuchElementException
```

if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOf(selector: (Double) ->\nDouble): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) ->\nDouble):
```

```
Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in\n1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOf(selector: (Char) ->\nDouble): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n *
```

the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n \* \n \* @throws\nNoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOf(selector: (T) ->\nFloat): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in\n1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n * \n * @throws NoSuchElementException
```

if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
```

```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOf(selector: (Byte) -> Float):
Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOf(selector: (Short) ->
Float): Float {\n
 if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each element in the
array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOf(selector: (Int) -> Float):
Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value
among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException
if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOf(selector: (Long) ->
Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOf(selector: (Float) -> Float):
Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOf(selector: (Double) ->
Float): Float {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest
value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOf(selector: (Boolean) ->
Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue\n}\n

```

minValue}\n\n/\*\*\n \* Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOf(selector: (Char) -> Float):
```

```
Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
```

minValue}\n\n/\*\*\n \* Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun <T, R : Comparable<R>> Array<out T>.minOf(selector: (T) -> R): R {\n if (isEmpty()) throw\n NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =\n selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue}\n\n/**\n
```

Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```

```
ByteArray.minOf(selector: (Byte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue\n = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v)\n {\n minValue = v\n }\n }\n return minValue}\n\n/**\n
```

Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws

NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```

```
ShortArray.minOf(selector: (Short) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue}\n\n/**\n
```

Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws

NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
```

```
inline fun <R : Comparable<R>> IntArray.minOf(selector: (Int) -> R): R {\n if (isEmpty()) throw\n NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =\n selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue}\n\n/**\n
```

Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```

```
LongArray.minOf(selector: (Long) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n minValue = selector(this[0])\n for (i in 1..lastIndex) {\n
```

```
 val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return
```

minValue}\n\n/\*\*\n \* Returns the smallest value among all values produced by [selector] function\n \* applied to each element in the array.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
```

```
FloatArray.minOf(selector: (Float) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
```

```

minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values\n * produced by [selector] function\n * applied to each element in the array.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.minOf(selector: (Double) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values\n * produced by [selector] function\n * applied to each element in the array.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.minOf(selector: (Boolean) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values\n * produced by [selector] function\n * applied to each element in the array.\n * \n * @throws\n * NoSuchElementException if the array is empty.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharArray.minOf(selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue\n = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\n * by [selector] function\n * applied to each element in the\n * array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the\n * returned result is `NaN`.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOfOrNull(selector:\n (T) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in\n 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\n minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n * each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function\n * is `NaN`, the returned result is `NaN`.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\n inline fun ByteArray.minOfOrNull(selector: (Byte) -> Double): Double? {\n if (isEmpty()) return null\n var\n minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue =\n minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\n * by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n * values produced by [selector] function is `NaN`, the returned result is `NaN`.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.minOfOrNull(selector: (Short) -\n > Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the\n * array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the\n * returned result is `NaN`.\n\n*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

```



```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOrNull(selector: (Int) ->
Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue}\n\n/**\n * Returns
the smallest value among all values produced by [selector] function\n * applied to each element in the array or `null`
if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is
`NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.minOrNull(selector: (Long) -> Double): Double? {\n if (isEmpty()) return null\n var
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue =
minOf(minValue, v)\n }\n return minValue}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOrNull(selector: (Float) ->
Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue}\n\n/**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array
or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOrNull(selector:
(Double) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOrNull(selector:
(Boolean) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOrNull(selector:
(Char) -> Double): Double? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return
minValue}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.minOrNull(selector:
(T) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue}\n\n/**\n *
Returns the smallest value among
all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
}

```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.minOfOrNull(selector: (Byte) ->\nFloat): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the\n smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if\n there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic\ninline fun ShortArray.minOfOrNull(selector: (Short) -> Float): Float? {\n if (isEmpty()) return null\n var\nminValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue =\nminOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced\n by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of\n values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.minOfOrNull(selector: (Int) ->\nFloat): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all\n values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.minOfOrNull(selector: (Long) ->\nFloat): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the\n smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if\n there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`,\n the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.minOfOrNull(selector: (Float) ->\nFloat): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the\n smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if\n there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is\n `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.minOfOrNull(selector:\n(Double) -> Float): Float? {\n if (isEmpty())\nreturn null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all\n values produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.minOfOrNull(selector:\n(Boolean) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in\n1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return\nminValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to\n each
```

element in the array or `null` if there are no elements.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.minOfOrNull(selector: (Char) ->
Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue}\n\n/**\n * Returns the
smallest value among all values produced by [selector] function\n * applied to each element in the array or `null` if
there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Array<out
T>.minOfOrNull(selector: (T)
-> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v
= selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue}\n\n/**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array
or `null` if there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ByteArray.minOfOrNull(selector: (Byte) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each
element in the array or `null` if there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
ShortArray.minOfOrNull(selector: (Short) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
IntArray.minOfOrNull(selector: (Int) -> R): R? {\n if (isEmpty()) return null\n var minValue
= selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
LongArray.minOfOrNull(selector: (Long) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> FloatArray.minOfOrNull(selector: (Float) -> R): R? {\n if (isEmpty()) return
null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(minValue > v) {\n minValue = v\n }\n }\n return minValue}\n\n/**\n * Returns the smallest value
among all values produced by [selector] function\n * applied to each element in the array or `null` if there are no
elements.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

```

```

ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
DoubleArray.minOrNull(selector: (Double) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n
 val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
BooleanArray.minOrNull(selector: (Boolean) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> CharArray.minOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return
null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value
according to the provided [comparator]\n * among all values produced by [selector] function applied to each
element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out
T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n
 for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ByteArray.minOfWith(comparator:
Comparator<in R>, selector: (Byte) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according
to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the
array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> ShortArray.minOfWith(comparator:
Comparator<in R>, selector: (Short) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> IntArray.minOfWith(comparator: Comparator<in R>, selector: (Int) -> R): R {\n if (isEmpty())
throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values

```

produced by [selector] function applied to each element in the array.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.minOfWith(comparator:\nComparator<in R>, selector: (Long) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n
```

```
 var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]\n * function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.minOfWith(comparator:\nComparator<in R>, selector: (Float) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n
```

```
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return\n minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values\n * produced by [selector] function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.minOfWith(comparator:\nComparator<in R>, selector: (Double) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n
```

```
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]\n * function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array\n * is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.minOfWith(comparator:\nComparator<in R>, selector: (Boolean) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var\n
```

```
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]\n * function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.minOfWith(comparator:\nComparator<in\n
```

```
R>, selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue =\n selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue,\n v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value\n * according to the provided [comparator]\n * among all values produced by [selector] function applied to each\n * element in the array or `null` if there are no elements.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution\nByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R> Array<out\n
```

```
T>.minOfOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue\n
```

```
= v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided\n * [comparator]\n * among all values produced by [selector] function applied to each element in the array or `null` if\n * there are no elements.\n
```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Byte) -> R): R? {\n if (isEmpty()) return
null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ShortArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Short) -> R): R? {\n if
(isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
IntArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Int) -> R): R? {\n if (isEmpty()) return
null\n
 var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
LongArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Long) -> R): R? {\n if (isEmpty()) return
null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array or
`null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
FloatArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Float) -> R): R? {\n if (isEmpty()) return
null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> DoubleArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Double) -> R): R? {\n if
(isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return
minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
BooleanArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (Boolean) -> R): R? {\n if (isEmpty())
return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n

```

```

 if (comparator.compare(minValue, v) > 0) {
 minValue = v
 }
 return
minValue
}

/**
 * Returns the smallest value according to the provided [comparator]
 * among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
 */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <R>
CharArray.minOfOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {
 if (isEmpty()) return
null
 var minValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 if (comparator.compare(minValue, v) > 0) {
 minValue = v
 }
 }
 return minValue
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public
fun Array<out Double>.minOrNull(): Double? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 min = minOf(min, e)
 }
 return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun Array<out Float>.minOrNull(): Float? {
 if (isEmpty()) return null
 var
min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 min = minOf(min, e)
 }
 return
min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun <T : Comparable<T>> Array<out T>.minOrNull(): T? {
 if (isEmpty())
return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (min > e) min = e
 }
 return min
}

/**
 * Returns the smallest element or `null` if there
are no elements.
 */
@SinceKotlin("1.4")
public fun ByteArray.minOrNull(): Byte? {
 if (isEmpty()) return
null
 var min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (min > e) min = e
 }
 return
min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.4")
public fun ShortArray.minOrNull(): Short? {
 if (isEmpty()) return null
 var min =
this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (min > e) min = e
 }
 return min
}

/**
 * Returns the smallest element or `null` if
there are no elements.
 */
@SinceKotlin("1.4")
public fun
IntArray.minOrNull(): Int? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val
e = this[i]
 if (min > e) min = e
 }
 return min
}

/**
 * Returns the smallest element or `null` if
there are no elements.
 */
@SinceKotlin("1.4")
public fun
LongArray.minOrNull(): Long? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val
e = this[i]
 if (min > e) min = e
 }
 return min
}

/**
 * Returns the smallest element or `null` if
there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun
FloatArray.minOrNull(): Float? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val
e = this[i]
 min = minOf(min, e)
 }
 return min
}

/**
 * Returns the smallest element or `null`
if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.4")
public fun
DoubleArray.minOrNull(): Double? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex)
{
 val e = this[i]
 min = minOf(min, e)
 }
 return min
}

/**
 * Returns the smallest element or
`null` if there are no
elements.
 */
@SinceKotlin("1.4")
public fun CharArray.minOrNull(): Char? {
 if (isEmpty()) return null
 var min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (min > e) min = e
 }
 return
min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator].
 * @throws NoSuchElementException if the array is empty.
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minWithOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T {
 if (isEmpty()) throw
NoSuchElementException()
 var min = this[0]
 for (i in 1..lastIndex) {
 val e = this[i]
 if (comparator.compare(min, e) > 0) min = e
 }
 return min
}

/**
 * Returns the first element having the
smallest value according to the provided [comparator].
 * @throws NoSuchElementException if the array is
empty.
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("minWithOrThrow")
@Suppress("CONFLICTING_OVER

```

LOADS\")\npublic

```
fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if\n (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the\n smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is\n empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun ShortArray.minWith(comparator: Comparator<in Short>): Short {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if\n (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the\n smallest value according to the provided
```

```
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun IntArray.minWith(comparator: Comparator<in Int>): Int {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if\n (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the\n smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is\n empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun LongArray.minWith(comparator: Comparator<in Long>): Long {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if\n (comparator.compare(min, e) > 0) min = e\n }\n
```

```
return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided
```

```
[comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun FloatArray.minWith(comparator: Comparator<in Float>): Float {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if\n (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the\n smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is\n empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun DoubleArray.minWith(comparator: Comparator<in Double>): Double {\n if (isEmpty())\n throw NoSuchElementException()\n var min = this[0]\n for\n (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return\n min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean {\n if\n (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e =\n this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first\n element having the smallest value according to the provided [comparator].\n * \n * @throws\n NoSuchElementException if the array is empty.\n
```

```
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVER\nLOADS")\npublic fun CharArray.minWith(comparator:
```

```
Comparator<in Char>): Char {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i\n in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return\n min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or
```

```
`null` if there are no elements.\n *\n@SinceKotlin("1.4")\npublic fun <T> Array<out
```



```

T>.minWithOrNull(comparator: Comparator<in T>): T? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun ByteArray.minWithOrNull(comparator: Comparator<in Byte>): Byte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun ShortArray.minWithOrNull(comparator: Comparator<in Short>): Short? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun IntArray.minWithOrNull(comparator: Comparator<in Int>): Int? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun LongArray.minWithOrNull(comparator: Comparator<in Long>): Long? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun FloatArray.minWithOrNull(comparator: Comparator<in Float>): Float? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun DoubleArray.minWithOrNull(comparator: Comparator<in Double>): Double? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun BooleanArray.minWithOrNull(comparator: Comparator<in Boolean>): Boolean? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun CharArray.minWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun <T> Array<out T>.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun ByteArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun ShortArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun IntArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun LongArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun FloatArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n */\n\n * @sample samples.collections.Collections.Aggregates.none\n */\n\n@public fun DoubleArray.none(): Boolean {\n return

```

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isEmpty()\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n */\npublic fun BooleanArray.none(): Boolean {\n return
isEmpty()\n\n/**\n * Returns `true` if the array has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n */\npublic fun CharArray.none(): Boolean {\n return
isEmpty()\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n
*/\npublic inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {\n for (element in this) if
(predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given
[predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun
ByteArray.none(predicate: (Byte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun ShortArray.none(predicate:
(Short) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic
inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun LongArray.none(predicate:
(Long) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun FloatArray.none(predicate:
(Float) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return
true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun DoubleArray.none(predicate:
(Double) -> Boolean):
Boolean {\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns `true` if
no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun
BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun CharArray.none(predicate:
(Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return false\n return
true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself afterwards.\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEach(action: (T) ->
Unit): Array<out T> {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEach(action:
(Byte) -> Unit): ByteArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the
given [action] on each element and returns the array itself afterwards.\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEach(action: (Short) ->
Unit): ShortArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEach(action: (Int) -> Unit):
IntArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on
each element and returns the array itself afterwards.\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.onEach(action: (Long) -> Unit): LongArray {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself

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afterwards.\n *^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEach(action:
(Float) -> Unit): FloatArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the
given [action] on each element and returns the array itself afterwards.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEach(action: (Double) ->
Unit): DoubleArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.onEach(action: (Boolean)
-> Unit): BooleanArray {\n
 return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element
and returns the array itself afterwards.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.onEach(action: (Char) -> Unit):
CharArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action]
on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param
[action] function that takes the index of an element and the element itself\n * and performs the action on the
element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.onEachIndexed(action: (index: Int, T) ->
Unit): Array<out T> {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function
that takes the index of an element and the element itself\n * and performs the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.onEachIndexed(action:
(index: Int, Byte) -> Unit): ByteArray {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the
given [action] on each element, providing sequential index with the element,\n * and returns the array itself
afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.onEachIndexed(action: (index: Int, Short) ->
Unit): ShortArray {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the
element itself\n * and performs the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.onEachIndexed(action: (index:
Int, Int) -> Unit): IntArray {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action]
on each element, providing sequential index with the element,\n * and returns the array itself afterwards.\n * @param
[action] function that takes the index of an element and the element itself\n * and performs the action on
the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.onEachIndexed(action: (index: Int, Long) ->
Unit): LongArray {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.onEachIndexed(action:
(index: Int, Float) -> Unit): FloatArray {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the
given [action] on each element, providing sequential index with the element,\n * and returns the array itself
afterwards.\n * @param [action] function that takes the index of an element and the element itself\n * and performs
the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.onEachIndexed(action: (index: Int, Double) ->
Unit): DoubleArray {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n
*^@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic

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inline fun BooleanArray.onEachIndexed(action: (index: Int, Boolean) -> Unit): BooleanArray {
 return apply {
 forEachIndexed(action)
 }
}

/** Performs the given [action] on each element, providing sequential index with the element, and returns the array itself afterwards.
 * @param [action] function that takes the index of an element and the element itself and performs the action on the element.
 */

@SinceKotlin("1.4")
@kotlin.internal.InlineOnly
public inline fun CharArray.onEachIndexed(action: (index: Int, Char) -> Unit): CharArray {
 return apply {
 forEachIndexed(action)
 }
}

/** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.reduce
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator: S = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
}

/** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.reduce
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
}

/** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.reduce
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
}

/** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.reduce
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
}

/** Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@sample samples.collections.Collections.Aggregates.reduce
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
 if (isEmpty())
 throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
}

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each element.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes current accumulator value and an element,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes current accumulator value and an element,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes current accumulator value and an element,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes current accumulator value and an element,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator: S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \n public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in

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1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n } \n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun
IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead.\n * \n * It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun LongArray.reduceIndexed(operation:
(index: Int, acc: Long, Long) -> Long): Long {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns\n * \n * `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun FloatArray.reduceIndexed(operation:
(index: Int, acc: Float, Float) -> Float): Float {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull]
instead. It returns\n * \n * `null` when its receiver is empty.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun DoubleArray.reduceIndexed(operation:
(index: Int, acc: Double, Double) -> Double): Double {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in

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1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/\*\*\n \* Accumulates value starting with the first element and applying [operation] from left to right\n \* to current accumulator value and each element with its index in the original array.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceIndexedOrNull] instead. It returns

`null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \npublic inline fun BooleanArray.reduceIndexed(operation:

```
(index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use [reduceIndexedOrNull] instead.
```

It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduce\n \* \npublic inline fun CharArray.reduceIndexed(operation:

```
(index: Int, acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and
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the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n * \n@SinceKotlin("1.4")\npublic inline fun <S, T : S> Array<out T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {\n if (isEmpty())\n return null\n var accumulator: S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
```

```
*\n@SinceKotlin("1.4")\npublic inline fun ByteArray.reduceIndexedOrNull(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
```

```
*\n@SinceKotlin("1.4")\npublic inline fun ShortArray.reduceIndexedOrNull(operation: (index: Int, acc: Short, Short) -> Short): Short? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current
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accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n *^\n@SinceKotlin("1.4")\npublic inline fun
IntArray.reduceIndexedOrNull(operation: (index: Int, acc: Int, Int) -> Int): Int? {\n if (isEmpty())\n return
null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index,
accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting
with the first element and applying [operation] from left to right\n * to current accumulator value and each element
with its index in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value and the element itself,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*^\n@SinceKotlin("1.4")\npublic inline fun LongArray.reduceIndexedOrNull(operation: (index: Int, acc: Long,
Long) -> Long): Long? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns
`null` if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n *^\n@SinceKotlin("1.4")\npublic inline fun
FloatArray.reduceIndexedOrNull(operation: (index: Int, acc: Float, Float) -> Float): Float? {\n if (isEmpty())\n
return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index,
accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first
element and applying [operation] from left to right\n * to current accumulator value and each element with its index
in the original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the
index of an element, current accumulator value and the element itself,\n * and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*^\n@SinceKotlin("1.4")\npublic inline fun DoubleArray.reduceIndexedOrNull(operation: (index: Int, acc:
Double, Double) -> Double): Double? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for
(index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original array.\n * \n * Returns `null`
if the array is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator
value and the element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n *^\n@SinceKotlin("1.4")\npublic inline fun
BooleanArray.reduceIndexedOrNull(operation:
(index: Int, acc: Boolean, Boolean) -> Boolean): Boolean? {\n if (isEmpty())\n return null\n var
accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator,
this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element with its index in the
original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index
of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.reduceOrNull\n *^\n@SinceKotlin("1.4")\npublic inline
fun CharArray.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {\n if (isEmpty())\n
return null\n var accumulator = this[0]\n for
(index in 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n *
@param [operation] function that takes current accumulator value and an element,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>

```



```

Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n if (isEmpty())\n return null\n var\n accumulator: S = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n from\n left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {\n if (isEmpty())\n return null\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates\n the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {\n if (isEmpty())\n return null\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an element,\n * and calculates the next\n accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nIntArray.reduceOrNull(operation:\n (acc: Int, Int) -> Int): Int? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in\n 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to right\n * to current\n accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation]\n function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nLongArray.reduceOrNull(operation: (acc: Long, Long) -> Long): Long? {\n if (isEmpty())\n return null\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from\n left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation]\n function that takes current accumulator value and an element,\n * and calculates the next\n accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nFloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {\n if (isEmpty())\n return null\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]\n from left to right\n * to current accumulator value and each element.\n * \n * Returns `null` if the array is\n empty.\n * \n * @param [operation]\n function that takes current accumulator value and an element,\n * and\n calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n */\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun\nDoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {\n if (isEmpty())\n return\n null\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator,\n this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and

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applying [operation] from left to right  
\* to current accumulator value and each element.  
\* Returns `null` if the array is empty.  
\* @param [operation] function that takes current accumulator value and an element,  
\* and calculates the next accumulator value.  
\* @sample  
samples.collections.Collections.Aggregates.reduceOrNull

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
first element and applying [operation] from left to right
* to current accumulator value and each element.
* Returns `null` if the array is empty.
* @param [operation] function that takes current accumulator value and
an element,
* and calculates the next accumulator value.
* @sample
samples.collections.Collections.Aggregates.reduceOrNull
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun
CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n if (isEmpty())\n return
null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(accumulator,
this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the last element and
applying [operation] from right to left
* to each element and current accumulator value.
* Throws an
exception if this array is empty. If the array can be empty in an expected way,
* please use [reduceRightOrNull]
instead. It returns `null` when its receiver is empty.
* @param [operation] function that takes an element and
current accumulator value,
* and calculates the next accumulator value.
* @sample
samples.collections.Collections.Aggregates.reduceRight\n*\npublic inline fun <S, T : S> Array<out
T>.reduceRight(operation: (T, acc: S) -> S): S {\n var index = lastIndex\n if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator: S = get(index--)\n while
(index >= 0) {\n
```

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 accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates
value starting with the last element and applying [operation] from right to left
* to each element and current
accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an expected
way,
* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
* @param
[operation] function that takes an element and current accumulator value,
* and calculates the next accumulator
value.
* @sample samples.collections.Collections.Aggregates.reduceRight\n*\npublic inline fun
ByteArray.reduceRight(operation: (Byte, acc: Byte) -> Byte): Byte {\n var index = lastIndex\n if (index < 0)
throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return
accumulator\n}\n\n/**\n
```

```
* Accumulates value starting with the last element and applying [operation] from right to left
* to each element
and current accumulator value.
* Throws an exception if this array is empty. If the array can be empty in an
expected way,
* please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
* @param
[operation] function that takes an element and current accumulator value,
* and calculates the next
accumulator value.
* @sample samples.collections.Collections.Aggregates.reduceRight\n*\npublic inline
fun ShortArray.reduceRight(operation: (Short, acc: Short) -> Short): Short {\n var index = lastIndex\n if (index
< 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying
[operation] from right to left
* to each element and current accumulator value.
* Throws an exception if
this array is empty. If the array can be empty in an expected way,
* please use [reduceRightOrNull] instead. It
returns `null` when its receiver is empty.
* @param [operation] function that takes an element and current
accumulator value,
* and calculates the next accumulator value.
* @sample
samples.collections.Collections.Aggregates.reduceRight\n*\npublic inline fun IntArray.reduceRight(operation:
```

```

(Int, acc: Int) -> Int): Int {
 var index = lastIndex
 if (index < 0) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while
 (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left
to each element and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
@param [operation] function that takes an element and current accumulator value,
and calculates the next accumulator value.
@sample
samples.collections.Collections.Aggregates.reduceRight

public inline fun LongArray.reduceRight(operation:
(Long, acc: Long) -> Long): Long {
 var index = lastIndex
 if (index < 0) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while
 (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left
to each element and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in
an expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
@param [operation] function that takes an element and current accumulator value,
and calculates the next accumulator value.
@sample
samples.collections.Collections.Aggregates.reduceRight

public inline
fun FloatArray.reduceRight(operation: (Float, acc: Float) -> Float): Float {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left
to each element and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
@param [operation] function that takes an element and current accumulator value,
and calculates the next accumulator value.
@sample
samples.collections.Collections.Aggregates.reduceRight

public inline fun DoubleArray.reduceRight(operation:
(Double, acc: Double) -> Double): Double {
 var index = lastIndex
 if (index < 0) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while
 (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left
to each element and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an
expected way, please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
@param [operation] function that
takes an element and current accumulator value,
and calculates the next accumulator value.
@sample
samples.collections.Collections.Aggregates.reduceRight

public inline fun
BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator =
 get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to left
to each element and current accumulator value.

* Throws an exception if this array is empty. If the array can be empty in an expected way,
please use [reduceRightOrNull] instead. It returns `null` when its receiver is empty.
@param [operation] function that takes an element and current accumulator value,
and calculates
the next accumulator value.
@sample
samples.collections.Collections.Aggregates.reduceRight

public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {
 var index = lastIndex
 if
 (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator =
 get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
}

Accumulates value starting with the last element and applying [operation] from right to

```

left to each element with its index in the original array and current accumulator value. Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceRightIndexedOrNull` instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`@sample` `samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun <S, T : S> Array<out T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying `[operation]` from right to left to each element with its index in the original array and current accumulator value. Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceRightIndexedOrNull` instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`@sample` `samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying `[operation]` from right to left to each element with its index in the original array and current accumulator value. Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceRightIndexedOrNull` instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`@sample` `samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying `[operation]` from right to left to each element with its index in the original array and current accumulator value. Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceRightIndexedOrNull` instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`@sample` `samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying `[operation]` from right to left to each element with its index in the original array and current accumulator value. Throws an exception if this array is empty. If the array can be empty in an expected way, please use `reduceRightIndexedOrNull` instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

`@sample` `samples.collections.Collections.Aggregates.reduceRight`

```

public inline fun LongArray.reduceRightIndexed(operation: (index: Int, Long, acc: Long) -> Long): Long {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 }
}

```

accumulator)\n --index\n }\n return accumulator\n}\n\n\*\*\n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceRightIndexedOrNull] instead.

It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRight\n \*\npublic inline fun

FloatArray.reduceRightIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n\*\*\n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRight\n \*\npublic inline fun

DoubleArray.reduceRightIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n\*\*\n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRight\n \*\npublic inline fun

BooleanArray.reduceRightIndexed(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n\*\*\n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Throws an exception if this array is empty. If the array can be empty in an expected way,\n \* please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRight\n \*\npublic inline fun

CharArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {\n var index = lastIndex\n if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n\*\*\n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n@SinceKotlin("1.4")\npublic inline fun <S, T : S> Array<out T>.reduceRightIndexedOrNull(operation: (index: Int, T, acc: S) -> S): S? {\n var index = lastIndex\n if (index < 0) return null\n var accumulator: S = get(index--)\n while (index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }

```

 }
 return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation]
 from right to left to each element with its index in the original array and current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that takes the
 index of an element, the element itself and current accumulator value,
 and calculates the next accumulator
 value.
 @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun ByteArray.reduceRightIndexedOrNull(operation: (index: Int, Byte,
acc: Byte) -> Byte): Byte? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from
 right to left to each element with its index in the original array and current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, the element
 itself and current accumulator value,
 and calculates the next accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun ShortArray.reduceRightIndexedOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
 var index =
lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation] from right to left
 to each element with
 its index in the original array and current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, the element itself and current accumulator value,
 and calculates the next accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun IntArray.reduceRightIndexedOrNull(operation:
(index: Int, Int, acc: Int) -> Int): Int? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator =
get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation]
 from right to left to each element with its index in the original array and current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, the
 element itself and current accumulator value,
 and calculates the next accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun LongArray.reduceRightIndexedOrNull(operation: (index: Int, Long, acc: Long) -> Long): Long? {
 var index =
lastIndex
 if (index < 0) return null
 var
accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index),
accumulator)
 --index
 }
 return accumulator
}

/**
 * Accumulates value starting with the last
 element and applying [operation] from right to left to each element with its index in the original array and
 current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that
 takes the index of an element, the element itself and current accumulator value,
 and calculates the next
 accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun FloatArray.reduceRightIndexedOrNull(operation: (index: Int, Float,
acc: Float) -> Float): Float? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator =
get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

/**
 * Accumulates value starting with the last element and applying [operation]
 from right to left to each element with its index in the original array and current accumulator value.
 Returns `null` if the array is empty.
 @param [operation] function that takes the index of an element, the
 element itself and current accumulator value,
 and calculates the next accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.4")
public inline fun DoubleArray.reduceRightIndexedOrNull(operation: (index: Int, Double, acc: Double) -> Double): Double? {
 var
index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index),
accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
public inline fun
BooleanArray.reduceRightIndexedOrNull(operation: (index: Int, Boolean, acc: Boolean) -> Boolean): Boolean? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
public inline fun
CharArray.reduceRightIndexedOrNull(operation: (index: Int, Char, acc: Char) -> Char): Char? {
 var index =
lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <S, T : S>
Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
 var index = lastIndex
 if (index < 0)
return null
 var accumulator: S = get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--),
accumulator)
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
ByteArray.reduceRightOrNull(operation:
(Byte, acc: Byte) -> Byte): Byte? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator =
get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--),
accumulator)
 }
 return
accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {
 var index = lastIndex
 if
(index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator
= operation(get(index--),
accumulator)
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample

```

samples.collections.Collections.Aggregates.reduceRightOrNull
*^@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
public inline fun
IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {
 var index = lastIndex
 if (index < 0)
return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--),
accumulator)
 }
 return accumulator
}

```

applying [operation] from right to left to each element and current accumulator value. Returns `null` if the array is empty. @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.reduceRightOrNull

```

*\/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)npublic inline fun
LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {n var index = lastIndex\n if
(index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {n accumulator =
operation(get(index--), accumulator)\n }n return accumulator\n}\n\n/**n * Accumulates value starting with the
last element and applying [operation] from right to left to each element and current accumulator value.n * n *
Returns `null` if the array is empty.n * n * @param [operation] function that takes an element and current
accumulator value,n * and calculates the next accumulator
value.n * n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)npublic inline fun
FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {n var index = lastIndex\n if
(index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {n accumulator =
operation(get(index--), accumulator)\n }n return accumulator\n}\n\n/**n * Accumulates value starting with the
last element and applying [operation] from right to left to each element and current accumulator value.n * n *
Returns `null` if the array is empty.n * n * @param [operation] function that takes an element and current
accumulator value,n * and calculates the next accumulator value.n * n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)npublic inline fun
DoubleArray.reduceRightOrNull(operation:
(Double, acc: Double) -> Double): Double? {n var index = lastIndex\n if (index < 0) return null\n var
accumulator = get(index--)\n while (index >= 0) {n accumulator = operation(get(index--), accumulator)\n
}\n return accumulator\n}\n\n/**n * Accumulates value starting with the last element and applying [operation]
from right to left to each element and current accumulator value.n * n * Returns `null` if the array is empty.n *
n * @param [operation] function that takes an element and current accumulator value,n * and calculates the next
accumulator value.n * n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)npublic inline fun
BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {n var index =
lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while
(index >= 0) {n accumulator = operation(get(index--), accumulator)\n }n return accumulator\n}\n\n/**n *
Accumulates value starting with the last element and applying [operation] from right to left to each element and
current accumulator value.n * n * Returns `null` if the array is empty.n * n * @param [operation] function that
takes an element and current accumulator value,n * and calculates the next accumulator value.n * n * @sample
samples.collections.Collections.Aggregates.reduceRightOrNull\n
*\/n@SinceKotlin("1.4")n@WasExperimental(ExperimentalStdlibApi::class)npublic inline fun
CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {n var index = lastIndex\n if (index
< 0) return null\n var accumulator = get(index--)\n while (index >= 0) {n accumulator =
operation(get(index--), accumulator)\n }n return accumulator\n}\n\n/**n * Returns a list containing successive
accumulation values generated by applying
[operation] from left to right to each element and current accumulator value that starts with [initial] value.n * n
* Note that `acc` value passed to [operation] function should not be mutated;n * otherwise it would affect the
previous value in resulting list.n * n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.n * n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\/n@SinceKotlin("1.4")npublic inline fun <T, R>
Array<out T>.runningFold(initial: R, operation: (acc: R, T) -> R): List<R> {n if (isEmpty()) return
listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for

```





[operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample

`samples.collections.Collections.Aggregates.runningFold`\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.runningFold(initial: R, operation: (acc: R, Double) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
```

applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample

`samples.collections.Collections.Aggregates.runningFold`\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.runningFold(initial: R, operation: (acc: R, Boolean) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated
```

by applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample

`samples.collections.Collections.Aggregates.runningFold`\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values
```

generated by applying [operation] from left to right\n \* to each element, its index in the original array and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \* \n \* @sample `samples.collections.Collections.Aggregates.runningFold`\n

```
*\n@SinceKotlin("1.4")\npublic inline fun <T, R> Array<out T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
```

from left to right\n \* to each element, its index in the original array and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \* \n \* @sample `samples.collections.Collections.Aggregates.runningFold`\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
```

```
ByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n
```

```

for (index in indices) {
 accumulator
 = operation(index, accumulator, this[index])
 result.add(accumulator)
}
return result

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample

```

samples.collections.Collections.Aggregates.runningFold

```

```

* \n @SinceKotlin("1.4") \n @kotlin.internal.InlineOnly \n public inline fun <R>
ShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
 if (isEmpty())
 return listOf(initial)
 val result = ArrayList<R>(size
 + 1).apply { add(initial) }
 var accumulator = initial
 for (index in indices) {
 accumulator =
 operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample

```

samples.collections.Collections.Aggregates.runningFold

```

```

* \n @SinceKotlin("1.4") \n @kotlin.internal.InlineOnly \n public inline fun <R>
IntArray.runningFoldIndexed(initial: R, operation: (index: Int,
acc: R, Int) -> R): List<R> {
 if (isEmpty()) return listOf(initial)
 val result = ArrayList<R>(size + 1).apply {
 add(initial) }
 var accumulator = initial
 for (index in indices) {
 accumulator = operation(index,
 accumulator, this[index])
 result.add(accumulator)
 }
 return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample

```

samples.collections.Collections.Aggregates.runningFold

```

```

* \n @SinceKotlin("1.4") \n @kotlin.internal.InlineOnly \n public
inline fun <R> LongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {
 if (isEmpty()) return listOf(initial)
 val result = ArrayList<R>(size + 1).apply { add(initial) }
 var accumulator
 = initial
 for (index in indices) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

@sample

```

samples.collections.Collections.Aggregates.runningFold

```

```

* \n @SinceKotlin("1.4") \n @kotlin.internal.InlineOnly \n public inline fun <R>
FloatArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
 if (isEmpty())
 return listOf(initial)
 val result = ArrayList<R>(size + 1).apply { add(initial) }
 var accumulator = initial
 for (index in indices) {
 accumulator = operation(index, accumulator, this[index])
 result.add(accumulator)
 }
 return result
}

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.

Note that `acc` value passed to [operation] function

should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes the index of an element,

current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningFold\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator =
initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n }\n result.add(accumulator)\n} \n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect
the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
```

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
BooleanArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator =
initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n }\n result.add(accumulator)\n} \n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
```

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n if (isEmpty())
return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n }\n result.add(accumulator)\n} \n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and the element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
Array<out T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n if (isEmpty()) return emptyList()\n var
accumulator: S = this[0]\n val result = ArrayList<S>(size).apply { add(accumulator) }\n for (index in 1 until
size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with the first element of
this array.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
```

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.runningReduce(operation:
(acc: Byte, Byte) -> Byte): List<Byte> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val
result = ArrayList<Byte>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
```

containing successive accumulation values generated by applying [operation] from left to right\n \* to each element and current accumulator value that starts with the first element of this array.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningReduce\n

```

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.runningReduce(operation:
(acc: Short, Short) -> Short): List<Short> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Short>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function
that takes current accumulator value and an element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.runningReduce(operation: (acc:
Int, Int) -> Int): List<Int> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result =
ArrayList<Int>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each element
and current accumulator value that starts with the first element of this array.\n * \n * @param [operation] function
that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.runningReduce(operation: (acc: Long, Long) -> Long): List<Long> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Long>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.runningReduce(operation:
(acc: Float, Float) -> Float): List<Float> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Float>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.runningReduce(operation:
(acc: Double, Double) -> Double): List<Double> {\n if (isEmpty()) return emptyList()\n var accumulator =
this[0]\n val result = ArrayList<Double>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.runningReduce(operation:

```

```

(acc: Boolean, Boolean) -> Boolean): List<Boolean> {\n if (isEmpty()) return emptyList()\n var accumulator =
this[0]\n val result = ArrayList<Boolean>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n
accumulator = operation(accumulator, this[index])\n
 result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.runningReduce(operation:
(acc: Char, Char) -> Char): List<Char> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val
result = ArrayList<Char>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list
containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation]
function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param
[operation] function that takes the index of an element, current accumulator value\n * and the element itself, and
calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\npublic inline fun <S, T :
S> Array<out T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n if (isEmpty()) return
emptyList()\n var accumulator: S = this[0]\n val result = ArrayList<S>(size).apply { add(accumulator) }\n for
(index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n
}\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original array and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.runningReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Byte>(size).apply { add(accumulator)
}\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n
}\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element, its index in the original array and current accumulator value that
starts with the first element of this array.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.runningReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Short>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
 result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing
successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in
the original array and current accumulator value that starts with the first element of this array.\n * \n * @param
[operation] function that takes the index of an element, current accumulator value\n * and the element itself, and
calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n

```

```

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.runningReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<Int>(size).apply { add(accumulator) }\n for
(index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with the first element of this array.\n * \n * @param [operation] function that takes the
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.runningReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Long>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation]
from left to right\n * to each element, its index in the original array and current accumulator value that starts with
the first element of this array.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.runningReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Float>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n
* to each element, its index in the original array and current accumulator value that starts with the first element of
this array.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n *
and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.runningReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<Double>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element,
its index in the original array and current accumulator value that starts with the first element of this array.\n * \n *
@param [operation] function that takes the index of an element, current accumulator value\n * and the element
itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.runningReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean>
{\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result =
ArrayList<Boolean>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator =
operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
each element, its index in

```

the original array and current accumulator value that starts with the first element of this array.

`\n * \n * @param [operation] function that takes the index of an element, current accumulator value`

`\n * and the element itself, and calculates the next accumulator value.`

`\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce`

```

*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.runningReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {\n
if (isEmpty())
return emptyList()\n
var accumulator = this[0]\n
val result = ArrayList<Char>(size).apply { add(accumulator)
}\n
for (index in 1 until size) {\n
accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n
}\n
return result\n
}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with
[initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it
would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator
value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R>
Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n
return runningFold(initial,
operation)\n
}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current
accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {\n
return runningFold(initial,
operation)\n
}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {\n
return runningFold(initial,
operation)\n
}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and
calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c inline fun <R> IntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R> {\n
return runningFold(initial,
operation)\n
}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n *
to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and an element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c inline fun <R> LongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R> {\n
return

```



```

runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n
 * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <R> FloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R> {\n return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes
current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {\n return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c
inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {\n return
runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by
applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value
and an element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
c inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {\n return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n *
to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n *
Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current
accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R>
Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n
 * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current

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accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with
[initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it
would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an
element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n
* otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the
index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function
that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values
generated by applying [operation] from left to right\n * to each element, its index in the original array and current
accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should
not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c

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inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
 return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {
 return runningFoldIndexed(initial, operation)
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
 return runningFoldIndexed(initial, operation)
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 */
public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

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* Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
BooleanArray.sumBy(selector: (Boolean) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharArray.sumBy(selector: (Char) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun <T>
Array<out T>.sumByDouble(selector: (T) -> Double): Double {\n var sum: Double = 0.0\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\n var sum: Double = 0.0\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
ShortArray.sumByDouble(selector:
(Short) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
IntArray.sumByDouble(selector: (Int) -> Double): Double {\n var sum: Double = 0.0\n for (element in this) {\n
 sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
LongArray.sumByDouble(selector: (Long) -> Double): Double {\n var sum: Double = 0.0\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each
element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
FloatArray.sumByDouble(selector: (Float) -> Double): Double {\n var sum: Double = 0.0\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\n var sum: Double = 0.0\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element
in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {\n var sum: Double = 0.0\n for (element
in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each element in the array.\n *\n@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)\n"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharArray.sumByDouble(selector: (Char) -> Double): Double {\n var sum: Double = 0.0\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by

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[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Array<out T>.sumOf(selector: (T) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic
inline fun ShortArray.sumOf(selector: (Short) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.sumOf(selector: (Long) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.sumOf(selector: (Double) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun <T>

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Array<out T>.sumOf(selector: (T) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.sumOf(selector: (Byte) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sumOf(selector: (Short) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.sumOf(selector: (Int) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.sumOf(selector: (Long) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic
inline fun FloatArray.sumOf(selector: (Float) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
DoubleArray.sumOf(selector: (Double) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum
+= selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic
inline fun BooleanArray.sumOf(selector: (Boolean) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sumOf(selector: (Char) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Array<out T>.sumOf(selector: (T) -> Long): Long {\n var sum: Long = 0.toLong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
ByteArray.sumOf(selector: (Byte) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic
inline fun ShortArray.sumOf(selector: (Short) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sumOf(selector: (Int) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic
inline fun LongArray.sumOf(selector: (Long) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sumOf(selector: (Float) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.sumOf(selector: (Double) -> Long): Long {\n var sum: Long = 0.toLong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
```

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
BooleanArray.sumOf(selector: (Boolean) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic
inline fun CharArray.sumOf(selector: (Char) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
```

```
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
```

```

s::class)\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.sumOf(selector: (Byte) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.sumOf(selector: (Int) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in this)
{\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum
of all values produced by [selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> UInt): UInt {\n var
sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n *
Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> UInt): UInt {\n
var sum: UInt = 0.toUInt()\n for (element
in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfUInt")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> UInt): UInt
{\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfULong")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline
fun CharArray.sumOf(selector: (Char) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@\n@SinceKotlin("1.5")\n@\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@\n@OverloadResolution
ByLambdaReturnType\n@\n@kotlin.jvm.JvmName("sumOfULong")\n@\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@\n@kotlin.internal.InlineOnly\npublic inline fun <T> Array<out T>.sumOf(selector: (T) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n

```



```

return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.sumOf(selector: (Byte) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sumOf(selector: (Short) -> ULong): ULong
{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.sumOf(selector: (Int) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element
in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sumOf(selector: (Long) -> ULong): ULong
{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sumOf(selector: (Float) -> ULong): ULong
{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the
array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sumOf(selector: (Double) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum
+= selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun BooleanArray.sumOf(selector: (Boolean) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharArray.sumOf(selector:

```

```

(Char) -> ULong): ULong {
 var sum: ULong = 0.toULong()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

* Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
*/
public fun <T : Any> Array<T>.requireNoNulls(): Array<T> {
 for (element in this) {
 if (element == null) {
 throw IllegalArgumentException("null element found in $this.")
 }
 }
}

@Suppress("UNCHECKED_CAST")
return this as Array<T>
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
 val first = ArrayList<T>()
 val second = ArrayList<T>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
 val first = ArrayList<Byte>()
 val second = ArrayList<Byte>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
 val first = ArrayList<Short>()
 val second = ArrayList<Short>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
 val first = ArrayList<Int>()
 val second = ArrayList<Int>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
 val first = ArrayList<Long>()
 val second = ArrayList<Long>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
 val first = ArrayList<Float>()
 val second = ArrayList<Float>()
 for (element in this) {
 if (predicate(element)) {
 first.add(element)
 } else {
 second.add(element)
 }
 }
 return Pair(first, second)
}

* Splits the original array into pair of lists,
* where *first* list contains elements for which [predicate] yielded `true`,
* while *second* list contains elements for which [predicate] yielded `false`.
*/
@sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives

*
public

```

```

inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {\n val
first = ArrayList<Double>()\n val second = ArrayList<Double>()\n for (element in this) {\n if
(predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n
return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair of lists,\n * where *first* list contains
elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate]
yielded `false`.\n * \n * @sample samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*/\n\npublic inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>,\nList<Boolean>> {\n val first = ArrayList<Boolean>()\n val second = ArrayList<Boolean>()\n for (element in
this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n
}\n }\n return Pair(first, second)\n}\n\n/**\n * Splits the original array into pair
of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains
elements for which [predicate] yielded `false`.\n * \n * @sample
samples.collections.Arrays.Transformations.partitionArrayOfPrimitives\n
*/\n\npublic inline fun
CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {\n val first =
ArrayList<Char>()\n val second = ArrayList<Char>()\n for (element in this) {\n if (predicate(element)) {\n
 first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first,
second)\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the
same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {\n return zip(other) { t1,
t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with
the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R> ByteArray.zip(other: Array<out R>):
List<Pair<Byte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R>
ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n
 * Returns a list of pairs built from the elements of `this` array and the [other]
array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R> IntArray.zip(other: Array<out R>):
List<Pair<Int, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R>
LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R> FloatArray.zip(other: Array<out
R>): List<Pair<Float,
R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this`
array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n *
@sample samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic infix fun <R> DoubleArray.zip(other:
Array<out R>): List<Pair<Double, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of
pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has
length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*/\n\npublic
infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> {\n return zip(other) { t1, t2 -> t1
to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the
same index.\n * The returned list has length of the shortest

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collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n * \n\npublic infix fun <R>
CharArray.zip(other: Array<out R>): List<Pair<Char, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline
fun <T, R, V> Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n val size =
minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i],
other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the
[other] array with the same index\n * using the provided [transform]
function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n *
@sample samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n
 for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of
values built from the elements of `this` array and the [other] array with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> {\n val size = minOf(size, other.size)\n
val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return
list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same
index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length
of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n}\n
return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the
same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has
length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic inline fun <R, V>
DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n\npublic

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inline fun <R, V> BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> {\n val
size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n
list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements
of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each
pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and
[other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Array<out T>.zip(other:
Iterable<R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> ShortArray.zip(other: Iterable<R>):
List<Pair<Short, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> LongArray.zip(other: Iterable<R>):
List<Pair<Long, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the
elements of `this` collection and [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R>
FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n *
Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> DoubleArray.zip(other:
Iterable<R>): List<Pair<Double, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs
built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of
the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun
<R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {\n return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n *
The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <R> CharArray.zip(other: Iterable<R>):
List<Pair<Char, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the
elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function
applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V> Array<out
T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if

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(i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n return list\n}\n\n/**\n * Returns a list
of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
ByteArray.zip(other: Iterable<R>, transform: (a: Byte, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and the [other] collection with the same index\n * using the
provided [transform] function applied to each
pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
ShortArray.zip(other: Iterable<R>, transform: (a: Short, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and the [other] collection with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline
fun <R, V> IntArray.zip(other: Iterable<R>, transform: (a: Int, b: R) -> V): List<V> {\n val
arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n
for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n
return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the
same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has
length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
LongArray.zip(other: Iterable<R>, transform: (a: Long, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n return list\n}\n\n/**\n * Returns a
list of
values built from the elements of `this` array and the [other] collection with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
FloatArray.zip(other: Iterable<R>, transform: (a: Float, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n return list\n}\n\n/**\n * Returns a
list of values built from the elements of `this` array and the [other] collection with the same index\n * using the
provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline
fun <R, V> DoubleArray.zip(other: Iterable<R>, transform: (a: Double, b: R) -> V): List<V> {\n val
arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i =
0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n
return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with
the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list
has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <R, V>
BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {\n val arraySize = size\n val
list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n
for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n } \n
return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with

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the same index\n \* using the provided [transform] function applied to each pair of elements.\n \* The returned list has length of the shortest collection.\n \* \n \* @sample

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samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n public inline fun <R, V>
CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {\n val arraySize = size\n val list =
ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n
if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n\n\n * Returns a
list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has
length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n * \n public
infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {\n return zip(other) { t1, t2 -> t1 to t2
}\n}\n\n\n\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same
index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun ShortArray.zip(other: ShortArray):
List<Pair<Short, Short>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun
IntArray.zip(other: IntArray): List<Pair<Int, Int>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun LongArray.zip(other: LongArray):
List<Pair<Long, Long>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun
FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n *
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The
returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
\n * \n public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {\n return zip(other) {
t1, t2 -> t1 to t2 }\n}\n\n\n\n * Returns a list of pairs built from the elements of `this` array and the [other] array
with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun BooleanArray.zip(other: BooleanArray):
List<Pair<Boolean, Boolean>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n * \n public infix fun
CharArray.zip(other: CharArray): List<Pair<Char, Char>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n\n\n *
Returns a list of values built from the elements of `this` array and the [other]
array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The
returned list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n * \n public inline fun <V> ByteArray.zip(other:
ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {\n val size = minOf(size, other.size)\n val list =
ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return
list\n}\n\n\n\n * Returns a list of values built from the elements of `this` array and the [other] array with the same
index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length
of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
\n * \n public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {\n val
size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
}\n return list\n}\n\n\n\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned

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list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <V> IntArray.zip(other:
IntArray, transform: (a: Int, b: Int) -> V): List<V> {\n val size = minOf(size, other.size)\n val list =
ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return
list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same
index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list
has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <V>
LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
 }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <V>
FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
 }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <V>
DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
 }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\npublic inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V):
List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n
 list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements
of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each
pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n *\npublic inline fun <V>
CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n
 }\n return list\n}\n\n/**\n * Appends the string from all the elements separated using [separator]
and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-
negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the
[truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n *\npublic fun <T, A : Appendable> Array<out
T>.joinTo(buffer: A, separator: CharSequence = '|', prefix: CharSequence = "\", postfix: CharSequence = "\",
limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {\n
 buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n
 if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n } else break\n }\n if
(limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n *
Appends the
string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n
* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first
[limit]\n * elements will be appended, followed by the [truncated] string (which defaults to "...").\n * \n * @sample

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samples.collections.Collections.Transformations.joinTo\n *\npublic fun <A : Appendable>
ByteArray.joinTo(buffer: A, separator: CharSequence = "\", \", prefix: CharSequence = "\"", postfix: CharSequence =
\"", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Byte) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n
if (limit < 0 || count <= limit) {\n if (transform != null)\n buffer.append(transform(element))\n
else\n buffer.append(element.toString())\n
} else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n
return buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which
defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n *\npublic fun <A :
Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = "\", \", prefix: CharSequence = "\"", postfix:
CharSequence = "\"", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Short) -> CharSequence)? =
null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1)
buffer.append(separator)\n if (limit < 0 || count <= limit) {\n
if (transform != null)\n buffer.append(transform(element))\n else\n
buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will
be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n *\npublic fun <A : Appendable> IntArray.joinTo(buffer:
A, separator: CharSequence = "\", \", prefix: CharSequence = "\"", postfix: CharSequence = "\"", limit: Int = -1,
truncated: CharSequence = \"...\", transform: ((Int) -> CharSequence)? = null): A {\n buffer.append(prefix)\n
var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n if (limit < 0 || count
<= limit) {\n if (transform != null)\n buffer.append(transform(element))\n else\n
buffer.append(element.toString())\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Appends the string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will
be appended, followed by the [truncated] string (which defaults to \"...\").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n *\npublic fun <A : Appendable>
LongArray.joinTo(buffer: A, separator: CharSequence = "\", \", prefix: CharSequence = "\"",
postfix: CharSequence = "\"", limit: Int = -1, truncated: CharSequence = \"...\", transform: ((Long) ->
CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count
> 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n
buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else break\n
}\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return
buffer\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and using the given
[prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which
defaults to \"...\").\n * \n * @sample samples.collections.Collections.Transformations.joinTo\n
*\npublic fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = "\", \", prefix:
CharSequence = "\"", postfix: CharSequence = "\"", limit: Int = -1, truncated: CharSequence = \"...\", transform:
((Float) -> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n
if (++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n if (transform != null)\n
buffer.append(transform(element))\n else\n buffer.append(element.toString())\n } else
break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n return

```



\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "\n", postfix: CharSequence = "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
 return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

```

\* Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

\* If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

```

@sample samples.collections.Collections.Transformations.joinToString
*^public fun CharArray.joinToString(separator: CharSequence =

```

```

\", \", prefix: CharSequence = \"\", postfix: CharSequence = \"\", limit: Int = -1, truncated: CharSequence = \"...\",
transform: ((Char) -> CharSequence)? = null): String {\n return joinTo(StringBuilder(), separator, prefix, postfix,
limit, truncated, transform).toString()\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array
returning its elements when being iterated.\n */\npublic fun <T> Array<out T>.asIterable(): Iterable<T> {\n if
(isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun ByteArray.asIterable():
Iterable<Byte> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an
[Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
ShortArray.asIterable(): Iterable<Short> {\n if (isEmpty()) return
emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original
array returning its elements when being iterated.\n */\npublic fun IntArray.asIterable(): Iterable<Int> {\n if
(isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that
wraps the original array returning its elements when being iterated.\n */\npublic fun LongArray.asIterable():
Iterable<Long> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an
[Iterable] instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
FloatArray.asIterable(): Iterable<Float> {\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator()
}\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when being
iterated.\n */\npublic fun DoubleArray.asIterable(): Iterable<Double>
{\n if (isEmpty()) return emptyList()\n return Iterable { this.iterator() }\n}\n\n/**\n * Creates an [Iterable]
instance that wraps the original array returning its elements when being iterated.\n */\npublic fun
BooleanArray.asIterable(): Iterable<Boolean> {\n if (isEmpty()) return emptyList()\n return Iterable {
this.iterator() }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original array returning its elements when
being iterated.\n */\npublic fun CharArray.asIterable(): Iterable<Char> {\n if (isEmpty()) return emptyList()\n
return Iterable { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning
its elements when being iterated.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromArray\n
*/\npublic fun <T> Array<out T>.asSequence(): Sequence<T> {\n if (isEmpty()) return emptySequence()\n
return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps
the original array returning its elements when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ByteArray.asSequence():
Sequence<Byte> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun ShortArray.asSequence():
Sequence<Short> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun IntArray.asSequence():
Sequence<Int> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps
the original array returning its elements when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun LongArray.asSequence():
Sequence<Long> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun FloatArray.asSequence():
Sequence<Float> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n */\npublic fun DoubleArray.asSequence():
Sequence<Double> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Creates a [Sequence] instance that

```

```

wraps the original array returning its elements when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromArray\n *^npublic fun BooleanArray.asSequence():
Sequence<Boolean> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromArray\n *^npublic fun CharArray.asSequence():
Sequence<Char> {\n if (isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n/**\n *
Returns an average value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfByte")\npublic fun
Array<out Byte>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n
sum += element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n *
Returns an average
value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfShort")\npublic fun Array<out
Short>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum +=
element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an
average value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfInt")\npublic fun Array<out
Int>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum +=
element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an
average value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfLong")\npublic fun Array<out
Long>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum +=
element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an
average value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfFloat")\npublic fun
Array<out Float>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n
sum += element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n *
Returns an average value of elements in the array.\n *^n@kotlin.jvm.JvmName("averageOfDouble")\npublic fun
Array<out Double>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this)
{\n sum += element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n *
Returns an average value of elements in the array.\n *^npublic fun ByteArray.average(): Double {\n var sum:
Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n ++count\n }\n return
if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the array.\n *^npublic fun ShortArray.average(): Double {\n var sum: Double =
0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n ++count\n }\n return if (count
== 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n *^npublic
fun IntArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n
sum += element\n ++count\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the array.\n *^npublic fun LongArray.average(): Double {\n var sum: Double =
0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n ++count\n }\n return if (count
== 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n *^npublic
fun FloatArray.average(): Double {\n var sum: Double
= 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n ++count\n }\n return if
(count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the array.\n
*^npublic fun DoubleArray.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in
this) {\n sum += element\n ++count\n }\n return if (count == 0) Double.NaN else sum /
count\n}\n\n/**\n * Returns the sum of all elements in the array.\n
*^n@kotlin.jvm.JvmName("sumOfByte")\npublic fun Array<out Byte>.sum(): Int {\n var sum: Int = 0\n for
(element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the
array.\n *^n@kotlin.jvm.JvmName("sumOfShort")\npublic fun Array<out Short>.sum(): Int {\n var sum: Int =
0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all
elements in the

```

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array.\n *^@kotlin.jvm.JvmName("\sumOfInt")\npublic fun Array<out Int>.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^@kotlin.jvm.JvmName("\sumOfLong")\npublic fun Array<out Long>.sum(): Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^@kotlin.jvm.JvmName("\sumOfFloat")\npublic fun Array<out Float>.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^@kotlin.jvm.JvmName("\sumOfDouble")\npublic fun Array<out Double>.sum(): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun ByteArray.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun ShortArray.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun IntArray.sum(): Int {\n var sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun LongArray.sum(): Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun FloatArray.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the array.\n *^public fun DoubleArray.sum(): Double {\n var sum: Double = 0.0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n", "/*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n\n*\n\n@file:kotlin.jvm.JvmMultifileClass\n\n@file:kotlin.jvm.JvmName("RangesKt")\n\npackage kotlin.ranges\n\n/\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\n/\n\nimport kotlin.random.*\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun IntProgression.first(): Int {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.first\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException\n if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun LongProgression.first(): Long {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.first\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun CharProgression.first(): Char {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun IntProgression.firstOrNull(): Int? {\n return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun LongProgression.firstOrNull(): Long? {\n return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n\n*\n\n@SinceKotlin("1.7")\npublic fun CharProgression.firstOrNull(): Char? {\n return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n\n*\n\n@SinceKotlin("1.7")\npublic fun IntProgression.last(): Int {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n\n*\n\n@SinceKotlin("1.7")\npublic fun LongProgression.last(): Long {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

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*^@SinceKotlin("1.7")\npublic fun CharProgression.last(): Char {\n if (isEmpty())\n throw\n NoSuchElementException("Progression $this is empty.")\n return this.last()\n}\n/**\n * Returns the last element,\n or `null` if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n*^@SinceKotlin("1.7")\npublic fun IntProgression.lastOrNull(): Int? {\n return if (isEmpty()) null else\n this.last()\n}\n/**\n * Returns the last element, or `null` if the progression is empty.\n * \n * @sample\n samples.collections.Collections.Elements.last\n */\n*^@SinceKotlin("1.7")\npublic fun\n LongProgression.lastOrNull(): Long? {\n return if (isEmpty()) null else this.last()\n}\n/**\n * Returns the last\n element, or `null` if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n*^@SinceKotlin("1.7")\npublic fun CharProgression.lastOrNull(): Char? {\n return if (isEmpty()) null else\n this.last()\n}\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.random(): Int {\n return\n random(Random)\n}\n/**\n * Returns a random element from this range.\n * \n * @throws\n IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic\n inline fun LongRange.random(): Long {\n return random(Random)\n}\n/**\n * Returns a random element from\n this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun CharRange.random(): Char {\n return\n random(Random)\n}\n/**\n * Returns a random element from this range using the specified source of\n randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\npublic fun IntRange.random(random: Random): Int\n {\n try {\n return random.nextInt(this)\n } catch(e: IllegalArgumentException) {\n throw\n NoSuchElementException(e.message)\n }\n}\n/**\n * Returns a random element from this range using the\n specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\npublic fun LongRange.random(random: Random): Long {\n try {\n return\n random.nextLong(this)\n } catch(e: IllegalArgumentException) {\n throw\n NoSuchElementException(e.message)\n }\n}\n/**\n * Returns a random element from this range using the\n specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n*^@SinceKotlin("1.3")\npublic fun CharRange.random(random: Random): Char {\n try {\n return\n random.nextInt(first.code, last.code + 1).toChar()\n } catch(e: IllegalArgumentException) {\n throw\n NoSuchElementException(e.message)\n }\n}\n/**\n * Returns a random element\n from this range, or `null` if this range is empty.\n */\n*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli\n c inline fun IntRange.randomOrNull(): Int? {\n return randomOrNull(Random)\n}\n/**\n * Returns a random\n element from this range, or `null` if this range is empty.\n */\n*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli\n c inline fun LongRange.randomOrNull(): Long? {\n return randomOrNull(Random)\n}\n/**\n * Returns a\n random element from this range, or `null` if this range is empty.\n */\n*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli\n c inline fun CharRange.randomOrNull(): Char? {\n return randomOrNull(Random)\n}\n/**\n * Returns a\n random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic\n fun IntRange.randomOrNull(random: Random): Int? {\n if (isEmpty())\n return null\n return\n random.nextInt(this)\n}\n/**\n * Returns a random element from this range using the specified source of\n randomness, or `null` if this range is empty.\n */\n*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun\n LongRange.randomOrNull(random: Random): Long? {\n if (isEmpty())\n return null\n return\n random.nextLong(this)\n}\n/**\n * Returns a random element from this range using the specified source of\n randomness, or `null` if this range is empty.\n */

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
CharRange.randomOrNull(random: Random): Char? {\n if (isEmpty())\n return null\n return
random.nextInt(first.code, last.code + 1).toChar()\n}\n\n/**\n * Returns `true` if this range contains the specified
[element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic
inline operator fun IntRange.contains(element: Int?): Boolean {\n return element != null &&
contains(element)\n}\n\n/**\n * Returns `true` if this range contains the specified [element].\n * \n * Always returns
`false` if the [element] is `null`.\n *\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator
fun LongRange.contains(element: Long?): Boolean {\n return element != null && contains(element)\n}\n\n/**\n *
Returns `true` if this range contains the specified [element].\n * \n * Always returns `false` if the [element] is
`null`.\n *\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun
CharRange.contains(element: Char?): Boolean {\n return element != null && contains(element)\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n *\n@kotlin.jvm.JvmName("intRangeContains")\n\npublic
operator fun ClosedRange<Int>.contains(value: Byte): Boolean {\n
 return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("longRangeContains")\n\npublic operator fun ClosedRange<Long>.contains(value:
Byte): Boolean {\n return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n *\n@kotlin.jvm.JvmName("shortRangeContains")\n\npublic operator fun
ClosedRange<Short>.contains(value: Byte): Boolean {\n return contains(value.toShort())\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5")\n@kotlin.jvm.JvmName("doubleRangeContains")\n\npublic operator fun
ClosedRange<Double>.contains(value: Byte): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value]
belongs to this range.\n *\n@Deprecated("This `contains` operation mixing integer and floating point arguments
has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3",
errorSince = "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("floatRangeContains")\n\npublic operator fun
ClosedRange<Float>.contains(value: Byte): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("intRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdli
bApi::class)\n\npublic operator fun OpenEndRange<Int>.contains(value: Byte): Boolean {\n return
contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("longRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStd
libApi::class)\n\npublic operator fun OpenEndRange<Long>.contains(value: Byte): Boolean {\n return
contains(value.toLong())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n
*\n@kotlin.jvm.JvmName("shortRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStd
libApi::class)\n\npublic operator fun OpenEndRange<Short>.contains(value: Byte): Boolean {\n return
contains(value.toShort())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.internal.InlineOnly\n\npublic inline operator fun IntRange.contains(value: Byte): Boolean {\n return
(this as ClosedRange<Int>).contains(value)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@kotlin.internal.InlineOnly\n\npublic inline operator fun LongRange.contains(value: Byte): Boolean {\n return
(this as ClosedRange<Long>).contains(value)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince
= "1.3", errorSince = "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("intRangeContains")\n\npublic
operator fun ClosedRange<Int>.contains(value: Double): Boolean {\n return value.toIntExactOrNull().let { if (it

```



```

!= null) contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5") \n @kotlin.jvm.JvmName("longRangeContains") \n public operator fun
ClosedRange<Long>.contains(value: Double): Boolean { \n return value.toLongExactOrNull().let { if (it != null)
contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince
= "1.3", errorSince = "1.4", hiddenSince = "1.5") \n @kotlin.jvm.JvmName("byteRangeContains") \n public
operator fun ClosedRange<Byte>.contains(value: Double): Boolean { \n return value.toByteExactOrNull().let { if
(it != null) contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5") \n @kotlin.jvm.JvmName("shortRangeContains") \n public operator fun
ClosedRange<Short>.contains(value: Double): Boolean { \n return value.toShortExactOrNull().let { if (it != null)
contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @kotlin.jvm.JvmName("floatRangeContains") \n public operator fun ClosedRange<Float>.contains(value:
Double):
Boolean { \n return contains(value.toFloat()) \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5") \n @kotlin.jvm.JvmName("intRangeContains") \n public operator fun ClosedRange<Int>.contains(value:
Float): Boolean { \n return value.toIntExactOrNull().let { if (it != null) contains(it) else false } \n} \n \n /** \n
* Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince =
"1.5") \n @kotlin.jvm.JvmName("longRangeContains") \n public operator fun ClosedRange<Long>.contains(value:
Float): Boolean { \n return value.toLongExactOrNull().let
{ if (it != null) contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5") \n @kotlin.jvm.JvmName("byteRangeContains") \n public operator fun
ClosedRange<Byte>.contains(value: Float): Boolean { \n return value.toByteExactOrNull().let { if (it != null)
contains(it) else false } \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.") \n @DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince
= "1.5") \n @kotlin.jvm.JvmName("shortRangeContains") \n public operator fun
ClosedRange<Short>.contains(value: Float): Boolean
{ \n return value.toShortExactOrNull().let { if (it != null) contains(it) else false } \n} \n \n /** \n * Checks if the
specified [value] belongs to this range. \n
*\n @kotlin.jvm.JvmName("doubleRangeContains") \n public operator fun
ClosedRange<Double>.contains(value: Float): Boolean { \n return contains(value.toDouble()) \n} \n \n /** \n
* Checks if the specified [value] belongs to this range. \n
*\n @kotlin.jvm.JvmName("doubleRangeContains") \n @SinceKotlin("1.9") \n @WasExperimental(ExperimentalS
tdlibApi::class) \n public operator fun OpenEndRange<Double>.contains(value: Float): Boolean { \n return
contains(value.toDouble()) \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @kotlin.jvm.JvmName("longRangeContains") \n public operator fun ClosedRange<Long>.contains(value: Int):
Boolean { \n return contains(value.toLong()) \n} \n \n /** \n * Checks if the specified [value] belongs to this range. \n
*\n @kotlin.jvm.JvmName("byteRangeContains") \n public operator fun ClosedRange<Byte>.contains(value:

```

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Int): Boolean {
 return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.
*/

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Int): Boolean {
 return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince = "1.5")
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Int): Boolean {
 return contains(value.toDouble())
}

Checks if the specified [value] belongs to this range.

*/

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince = "1.5")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Int): Boolean {
 return contains(value.toFloat())
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("longRangeContains")
@SinceKotlin("1.9")
@WasExperimental(ExperimentalStdlibApi::class)
public operator fun OpenEndRange<Long>.contains(value: Int): Boolean {
 return contains(value.toLong())
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("byteRangeContains")
@SinceKotlin("1.9")
@WasExperimental(ExperimentalStdlibApi::class)
public operator fun OpenEndRange<Byte>.contains(value: Int): Boolean {
 return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("shortRangeContains")
@SinceKotlin("1.9")
@WasExperimental(ExperimentalStdlibApi::class)
public operator fun OpenEndRange<Short>.contains(value: Int): Boolean {
 return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.internal.InlineOnly
public inline operator fun LongRange.contains(value: Int): Boolean {
 return (this as ClosedRange<Long>).contains(value)
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Long): Boolean {
 return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Long): Boolean {
 return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Long): Boolean {
 return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

*/

@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")
@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince = "1.5")
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Long): Boolean {
 return contains(value.toFloat())
}

Checks if the specified [value] belongs to this range.

*/

@kotlin.jvm.JvmName("intRangeContains")
@SinceKotlin("1.9")
@WasExperimental(ExperimentalStdlibApi::class)
public operator fun OpenEndRange<Int>.contains(value: Long): Boolean {
 return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

Checks if the specified [value] belongs to this range.

```

```

*\n@kotlin.jvm.JvmName("\byteRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun OpenEndRange<Byte>.contains(value: Long): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\shortRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun OpenEndRange<Short>.contains(value: Long): Boolean {\n return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntRange.contains(value: Long): Boolean {\n return (this as ClosedRange<Int>).contains(value)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\intRangeContains")\npublic operator fun ClosedRange<Int>.contains(value: Short): Boolean {\n return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\longRangeContains")\npublic operator fun ClosedRange<Long>.contains(value: Short): Boolean {\n return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\byteRangeContains")\npublic operator fun ClosedRange<Byte>.contains(value: Short): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("\doubleRangeContains")\npublic operator fun ClosedRange<Double>.contains(value: Short): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@Deprecated("This `contains` operation mixing integer and floating point arguments has ambiguous semantics and is going to be removed.")\n@DeprecatedSinceKotlin(warningSince = "1.3", errorSince = "1.4", hiddenSince = "1.5")\n@kotlin.jvm.JvmName("\floatRangeContains")\npublic operator fun ClosedRange<Float>.contains(value: Short): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\intRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun OpenEndRange<Int>.contains(value: Short): Boolean {\n return contains(value.toInt())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\longRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun OpenEndRange<Long>.contains(value: Short): Boolean {\n return contains(value.toLong())\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.jvm.JvmName("\byteRangeContains")\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun OpenEndRange<Byte>.contains(value: Short): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.internal.InlineOnly\npublic inline operator fun IntRange.contains(value: Short): Boolean {\n return (this as ClosedRange<Int>).contains(value)\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n */\n*\n@kotlin.internal.InlineOnly\npublic inline operator fun LongRange.contains(value: Short): Boolean {\n return (this as ClosedRange<Long>).contains(value)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n*\npublic infix fun Int.downTo(to: Byte): IntProgression {\n return IntProgression.fromClosedRange(this, to.toInt(), -1)\n}\n\n/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */\n*\npublic infix fun Long.downTo(to: Byte): LongProgression {\n return LongProgression.fromClosedRange(this, to.toLong(), -1L)\n}\n\n/**\n * Returns a progression from this value

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IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n\n/**\n * Returns a progression from this value
down to the specified [to] value with the step -1.\n * \n * The [to] value
should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression
is empty.\n */\npublic infix fun Short.downTo(to: Short): IntProgression {\n return
IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)\n\n/**\n * Returns a progression that goes over the
same range in the opposite direction with the same step.\n */\npublic fun IntProgression.reversed(): IntProgression
{\n return IntProgression.fromClosedRange(last, first, -step)\n\n/**\n * Returns a progression that goes over the
same range in the opposite direction with the same step.\n */\npublic fun LongProgression.reversed():
LongProgression {\n return LongProgression.fromClosedRange(last, first, -step)\n\n/**\n * Returns a
progression that goes over the same range in the opposite direction with the same step.\n */\npublic fun
CharProgression.reversed(): CharProgression {\n return CharProgression.fromClosedRange(last, first, -
step)\n}\n\n/**\n *
Returns a progression that goes over the same range with the given step.\n */\npublic infix fun
IntProgression.step(step: Int): IntProgression {\n checkStepIsPositive(step > 0, step)\n return
IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n\n/**\n * Returns a progression that
goes over the same range with the given step.\n */\npublic infix fun LongProgression.step(step: Long):
LongProgression {\n checkStepIsPositive(step > 0, step)\n return LongProgression.fromClosedRange(first, last,
if (this.step > 0) step else -step)\n\n/**\n * Returns a progression that goes over the same range with the given
step.\n */\npublic infix fun CharProgression.step(step: Int): CharProgression {\n checkStepIsPositive(step > 0,
step)\n return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\ninternal fun
Int.toByteExactOrNull(): Byte? {\n return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt())
this.toByte()
else null\n}\n\ninternal fun Long.toByteExactOrNull(): Byte? {\n return if (this in
Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null\n}\n\ninternal fun
Short.toByteExactOrNull(): Byte? {\n return if (this in
Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null\n}\n\ninternal fun
Double.toByteExactOrNull(): Byte? {\n return if (this in
Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toInt().toByte() else null\n}\n\ninternal fun
Float.toByteExactOrNull(): Byte? {\n return if (this in
Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toInt().toByte() else null\n}\n\ninternal fun
Long.toIntExactOrNull(): Int? {\n return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong())
this.toInt() else null\n}\n\ninternal fun Double.toIntExactOrNull(): Int? {\n return if (this in
Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null\n}\n\ninternal fun
Float.toIntExactOrNull(): Int? {\n
return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null\n}\n\ninternal fun
Double.toLongExactOrNull(): Long? {\n return if (this in
Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null\n}\n\ninternal fun
Float.toLongExactOrNull(): Long? {\n return if (this in
Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null\n}\n\ninternal fun
Int.toShortExactOrNull(): Short? {\n return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt())
this.toShort() else null\n}\n\ninternal fun Long.toShortExactOrNull(): Short? {\n return if (this in
Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null\n}\n\ninternal fun
Double.toShortExactOrNull(): Short? {\n return if (this in
Short.MIN_VALUE.toDouble()..Short.MAX_VALUE.toDouble()) this.toInt().toShort() else null\n}\n\ninternal fun
Float.toShortExactOrNull(): Short? {\n return if (this in
Short.MIN_VALUE.toFloat()..Short.MAX_VALUE.toFloat())
this.toInt().toShort() else null\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to]
value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */\npublic

```

`infix fun Int.until(to: Byte): IntRange {`  
`return this .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Long.until(to: Byte): LongRange {`  
`return this .. (to.toLong() - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Byte.until(to: Byte): IntRange {`  
`return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding`  
`the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Short.until(to: Byte): IntRange {`  
`return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Char.until(to: Char): CharRange {`  
`if (to <= '\u0000') return CharRange.EMPTY`  
`return this .. (to - 1).toChar()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Int.until(to: Int): IntRange {`  
`if (to <= Int.MIN_VALUE) return IntRange.EMPTY`  
`return this .. (to - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to]`  
`value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Long.until(to: Int): LongRange {`  
`return this .. (to.toLong() - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Byte.until(to: Int): IntRange {`  
`if (to <= Int.MIN_VALUE) return IntRange.EMPTY`  
`return this.toInt() .. (to - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Short.until(to: Int): IntRange {`  
`if (to <= Int.MIN_VALUE) return IntRange.EMPTY`  
`return this.toInt() .. (to - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Int.until(to: Long): LongRange {`  
`if (to <= Long.MIN_VALUE) return LongRange.EMPTY`  
`return this.toLong() .. (to - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to]`  
`value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Long.until(to: Long): LongRange {`  
`if (to <= Long.MIN_VALUE) return LongRange.EMPTY`  
`return this .. (to - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to]`  
`value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Byte.until(to: Long): LongRange {`  
`if (to <= Long.MIN_VALUE) return LongRange.EMPTY`  
`return this.toLong() .. (to - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding`  
`the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Short.until(to: Long): LongRange {`  
`if (to <= Long.MIN_VALUE) return LongRange.EMPTY`  
`return this.toLong() .. (to - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Int.until(to: Short): IntRange {`  
`return this .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Long.until(to: Short): LongRange {`  
`return this .. (to.toLong() - 1).toLong()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is`  
`less than or equal to this value.`  
`*/`  
`public infix fun Byte.until(to: Short): IntRange {`  
`return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Returns a range from this value up to but excluding the specified [to] value.`  
`Returns an empty range if the [to] value is less than or equal to this value.`  
`*/`  
`public infix fun Short.until(to: Short): IntRange {`  
`return this.toInt() .. (to.toInt() - 1).toInt()\n}\n\n/**`  
`Ensures that this value is not less than the specified [minimumValue].`  
`Returns this value.`  
`*/`

```

value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastComparable\n * \n public fun <T : Comparable<T>>
T.coerceAtLeast(minimumValue: T): T {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this
value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeast\n * \n public fun Byte.coerceAtLeast(minimumValue: Byte):
Byte {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less
than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue]
or the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n
* \n public fun Short.coerceAtLeast(minimumValue: Short): Short {\n return if (this < minimumValue)
minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n
* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n
* @sample samples.comparisons.ComparableOps.coerceAtLeast\n * \n public fun Int.coerceAtLeast(minimumValue:
Int): Int {\n return
if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less than the
specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or the
[minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n * \n public
fun Long.coerceAtLeast(minimumValue: Long): Long {\n return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeast\n * \n public fun Float.coerceAtLeast(minimumValue: Float):
Float {\n return if (this < minimumValue) minimumValue else this\n}\n\n/**\n * Ensures that this value is not less
than the specified [minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue]
or the
[minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeast\n * \n public
fun Double.coerceAtLeast(minimumValue: Double): Double {\n return if (this < minimumValue) minimumValue
else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return
this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostComparable\n * \n public fun <T : Comparable<T>>
T.coerceAtMost(maximumValue: T): T {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n
* Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this value if it's less
than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMost\n * \n public fun Byte.coerceAtMost(maximumValue: Byte):
Byte {\n return if (this > maximumValue) maximumValue
else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return
this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMost\n * \n public fun Short.coerceAtMost(maximumValue: Short):
Short {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not
greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMost\n * \n public fun Int.coerceAtMost(maximumValue: Int): Int
{\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not greater
than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the [maximumValue] or
the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMost\n * \n public fun Long.coerceAtMost(maximumValue: Long):
Long {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not
greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n * @sample

```

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samples.comparisons.ComparableOps.coerceAtMost\n *\npublic fun Float.coerceAtMost(maximumValue: Float):
Float {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this value is not
greater than the specified [maximumValue].\n * \n * @return this value if it's less than or equal to the
[maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMost\n *\npublic fun Double.coerceAtMost(maximumValue:
Double): Double {\n return if (this > maximumValue) maximumValue else this\n}\n\n/**\n * Ensures that this
value lies in the specified
range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this
value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n *
@sample samples.comparisons.ComparableOps.coerceInComparable\n *\npublic fun <T : Comparable<T>>
T.coerceIn(minimumValue: T?, maximumValue: T?): T {\n if (minimumValue !== null && maximumValue !==
null) {\n if (minimumValue > maximumValue) throw IllegalArgumentException("\n Cannot coerce value to an
empty range: maximum $maximumValue is less than minimum $minimumValue.\n")\n if (this <
minimumValue) return minimumValue\n if (this > maximumValue) return maximumValue\n }\n else {\n if
(minimumValue !== null && this < minimumValue) return minimumValue\n if (maximumValue !== null
&& this > maximumValue) return maximumValue\n }\n return this\n}\n\n/**\n * Ensures that this value lies in
the specified range [minimumValue]..[maximumValue].\n
* \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *\npublic fun Byte.coerceIn(minimumValue: Byte,
maximumValue: Byte): Byte {\n if (minimumValue > maximumValue) throw
IllegalArgumentException("\n Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\n")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue)
return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *\npublic fun Short.coerceIn(minimumValue:
Short, maximumValue: Short): Short {\n if (minimumValue > maximumValue) throw
IllegalArgumentException("\n Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\n")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue)
return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *\npublic fun Int.coerceIn(minimumValue: Int, maximumValue:
Int): Int {\n if (minimumValue > maximumValue) throw IllegalArgumentException("\n Cannot coerce value to an
empty range: maximum $maximumValue is less than minimum $minimumValue.\n")\n if (this < minimumValue)
return minimumValue\n if (this > maximumValue) return maximumValue\n
return this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n
* \n * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *\npublic fun Long.coerceIn(minimumValue: Long,
maximumValue: Long): Long {\n if (minimumValue > maximumValue) throw
IllegalArgumentException("\n Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.\n")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue)
return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n *

```



```

\n * @sample samples.comparisons.ComparableOps.coerceIn\n *^\npublic fun Float.coerceIn(minimumValue:
Float, maximumValue: Float): Float {\n if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue)
return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *^\npublic fun Double.coerceIn(minimumValue: Double,
maximumValue: Double): Double {\n if (minimumValue > maximumValue) throw
IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum
$minimumValue.")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue) return
maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return
this value if it's in the [range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this
value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceInFloatingPointRange\n *^\n@SinceKotlin("1.1")\npublic fun <T :
Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {\n if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n return when {\n // this <
start equiv to this <= start && !(this >= start)\n range.lessThanOrEqualTo(this, range.start) &&
!range.lessThanOrEqualTo(range.start, this) -> range.start\n // this > end equiv to this >= end && !(this <= end)\n
 range.lessThanOrEqualTo(range.endInclusive,
this) && !range.lessThanOrEqualTo(this, range.endInclusive) -> range.endInclusive\n else -> this\n
}\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the [range],
or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than
`range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n *^\npublic fun
<T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {\n if (range is ClosedFloatingPointRange) {\n
return this.coerceIn<T>(range)\n }\n if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce
value to an empty range: $range.")\n return when {\n this < range.start -> range.start\n this >
range.endInclusive -> range.endInclusive\n else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the
specified [range].\n * \n * @return this value if it's in the [range], or `range.start` if this value is less than
`range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.\n * \n * @sample
samples.comparisons.ComparableOps.coerceIn\n *^\npublic fun Int.coerceIn(range: ClosedRange<Int>):
Int {\n if (range is ClosedFloatingPointRange) {\n return this.coerceIn<Int>(range)\n }\n if
(range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n return
when {\n this < range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n
 else -> this\n }\n}\n\n/**\n * Ensures that this value lies in the specified [range].\n * \n * @return this value if it's in the
[range], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than
`range.endInclusive`.\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n *^\npublic fun
Long.coerceIn(range: ClosedRange<Long>): Long {\n if (range is ClosedFloatingPointRange)
{\n return this.coerceIn<Long>(range)\n }\n if (range.isEmpty()) throw
IllegalArgumentException("Cannot coerce value to an empty range: $range.")\n return when {\n this <
range.start -> range.start\n this > range.endInclusive -> range.endInclusive\n else -> this\n
}\n}\n\n"/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated
file. DO NOT EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\npu
blic value class UByte @kotlin.internal.IntrinsicConstEvaluation @PublishedApi internal
constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {\n\n companion object {\n /**\n

```

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 * A constant holding the minimum value
an instance of UByte can have.\n *^\n public const val MIN_VALUE: UByte = UByte(0)\n\n /**\n * A constant holding the maximum value an instance of UByte can have.\n *^\n public const val
MAX_VALUE: UByte = UByte(-1)\n\n /**\n * The number of bytes used to represent an instance of
UByte in a binary form.\n *^\n public const val SIZE_BYTES: Int = 1\n\n /**\n * The number of
bits used to represent an instance of UByte in a binary form.\n *^\n public const val SIZE_BITS: Int = 8\n
}\n\n /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to
the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than
other.\n *^\n @kotlin.internal.InlineOnly\n @Suppress("OVERRIDE_BY_INLINE")\n public override
inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())\n\n
 /**\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the
specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n
 *^\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: UShort): Int =
this.toInt().compareTo(other.toInt())\n\n /**\n * Compares this value with the specified value for order.\n *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a
positive number if it's greater than other.\n *^\n @kotlin.internal.InlineOnly\n public inline operator fun
compareTo(other: UInt): Int = this.toUInt().compareTo(other)\n\n /**\n * Compares this value with the
specified value for order.\n * Returns zero if this value is equal to the specified other value, a negative number if
it's less than other,\n
 * or a positive number if it's greater than other.\n *^\n @kotlin.internal.InlineOnly\n public inline operator
fun compareTo(other: ULong): Int = this.toULong().compareTo(other)\n\n /** Adds the other value to this value.
 *^\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UByte): UInt =
this.toUInt().plus(other.toUInt())\n\n /** Adds the other value to this value. *^\n @kotlin.internal.InlineOnly\n
public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())\n\n /** Adds the other value
to this value. *^\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other: UInt): UInt =
this.toUInt().plus(other)\n\n /** Adds the other value to this value. *^\n @kotlin.internal.InlineOnly\n public
inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)\n\n /** Subtracts the other value from
this value. *^\n @kotlin.internal.InlineOnly\n public inline operator
fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())\n\n /** Subtracts the other value from this
value. *^\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UShort): UInt =
this.toUInt().minus(other.toUInt())\n\n /** Subtracts the other value from this value. *^\n
 @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)\n\n
 /** Subtracts the other value from this value. *^\n @kotlin.internal.InlineOnly\n public inline operator fun
minus(other: ULong): ULong = this.toULong().minus(other)\n\n /** Multiplies this value by the other value. *^\n
 @kotlin.internal.InlineOnly\n public inline operator fun times(other: UByte): UInt =
this.toUInt().times(other.toUInt())\n\n /** Multiplies this value by the other value. *^\n
 @kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): UInt =
this.toUInt().times(other.toUInt())\n\n /** Multiplies this
value by the other value. *^\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UInt): UInt =
this.toUInt().times(other)\n\n /** Multiplies this value by the other value. *^\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)\n\n /** Divides this value by
the other value, truncating the result to an integer that is closer to zero. *^\n @kotlin.internal.InlineOnly\n public
inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n\n /** Divides this value by the other
value, truncating the result to an integer that is closer to zero. *^\n @kotlin.internal.InlineOnly\n public inline
operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())\n\n /** Divides this value by the other
value, truncating the result to an integer that is closer to zero. *^\n @kotlin.internal.InlineOnly\n public inline
operator fun div(other: UInt): UInt =

```

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this.toUInt().div(other)\n /** Divides this value by the other value, truncating the result to an integer that is closer
to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)\n\n /**\n * Calculates the remainder of truncating division of this value (dividend) by
the other value (divisor).\n *\n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value
(dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value
(dividend) by the other value (divisor).\n
*\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline
operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n /**\n * Calculates the remainder of truncating
division of this value (dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n
*/\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)\n\n /**\n * Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity.\n *\n * For unsigned types, the results of flooring division and truncating division
are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UByte): UInt =
this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring the result to an
integer that is closer to negative infinity.\n
*\n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UShort): UInt =
this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring the result to an
integer that is closer to negative infinity.\n
*\n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UInt):
UInt = this.toUInt().floorDiv(other)\n /**\n * Divides this value by the other value, flooring the result to an
integer that is closer to negative infinity.\n
*\n * For unsigned types, the results of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the remainder
of flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is always less than
the divisor.\n *\n * For unsigned types, the remainders of flooring division and truncating division are the
same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte =
this.toUInt().mod(other.toUInt()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value
(dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n *\n * For
unsigned types, the remainders of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort =
this.toUInt().mod(other.toUInt()).toUShort()\n /**\n * Calculates the remainder of flooring division of this
value (dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n *\n
*\n * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt = this.toUInt().mod(other)\n /**\n *
Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).\n *\n * The
result is always less than the divisor.\n *\n * For unsigned types, the remainders of flooring division and
truncating division are the same.\n */\n
@kotlin.internal.InlineOnly\n public inline fun mod(other: ULong):
ULong = this.toULong().mod(other)\n\n /**\n * Returns this value incremented by one.\n *\n * @sample
samples.misc.Builtins.inc\n */\n @kotlin.internal.InlineOnly\n public inline operator fun inc(): UByte =
UByte(data.inc())\n\n /**\n * Returns this value decremented by one.\n *\n * @sample
samples.misc.Builtins.dec\n */\n @kotlin.internal.InlineOnly\n public inline
operator fun dec(): UByte = UByte(data.dec())\n\n /**\n * Creates a range from this value to the specified [other]
value. */\n @kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: UByte): UIntRange =

```

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UIntRange(this.toUInt(), other.toUInt())\n\n /**\n * Creates a range from this value up to but excluding the
specified [other] value.\n * If the [other] value is less than or equal to `this` value, then the returned range is
empty.\n *\n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\n public inline operator fun rangeUntil(other: UByte): UIntRange = this.toUInt() until
other.toUInt()\n\n /** Performs a bitwise AND operation between the two values. *\n
@kotlin.internal.InlineOnly\n public inline infix fun and(other: UByte): UByte = UByte(this.data and other.data)\n
/** Performs a bitwise OR operation between the two values. *\n @kotlin.internal.InlineOnly\n
public inline infix fun or(other: UByte): UByte = UByte(this.data or other.data)\n /** Performs a bitwise XOR
operation between the two values. *\n @kotlin.internal.InlineOnly\n public inline infix fun xor(other: UByte):
UByte = UByte(this.data xor other.data)\n /** Inverts the bits in this value. *\n @kotlin.internal.InlineOnly\n
public inline fun inv(): UByte = UByte(data.inv())\n\n /**\n * Converts this [UByte] value to [Byte].\n *\n
* If this value is less than or equals to [Byte.MAX_VALUE], the resulting `Byte` value represents\n
* the same numerical value as this `UByte`. Otherwise the result is negative.\n
*\n * The resulting `Byte` value has the same binary representation as this `UByte` value.\n
*\n @kotlin.internal.InlineOnly\n public inline fun
toByte(): Byte = data\n /**\n * Converts this [UByte] value to [Short].\n *\n * The resulting `Short` value
represents the same numerical value as this `UByte`.\n
*\n * The least significant 8 bits of the resulting `Short` value are the same as the bits of this `UByte` value,\n
* whereas the most significant 8 bits are filled with zeros.\n
*\n @kotlin.internal.InlineOnly\n public inline
fun toShort(): Short = data.toShort() and 0xFF\n /**\n * Converts this [UByte] value to [Int].\n *\n * The
resulting `Int` value represents the same numerical value as this `UByte`.\n
*\n * The least significant 8 bits of the resulting `Int` value are the same as the bits of this `UByte` value,\n
* whereas the most significant 24 bits are filled with zeros.\n
*\n @kotlin.internal.InlineOnly\n public inline fun toInt(): Int = data.toInt() and 0xFF\n
/**\n * Converts this [UByte] value to [Long].\n *\n * The resulting `Long` value represents the same
numerical value as this `UByte`.\n
*\n * The least significant 8 bits of the resulting `Long` value are the same
as the bits of this
`UByte` value,\n
* whereas the most significant 56 bits are filled with zeros.\n
*\n
@kotlin.internal.InlineOnly\n public inline fun toLong(): Long = data.toLong() and 0xFF\n\n /** Returns this
value. *\n @kotlin.internal.InlineOnly\n public inline fun toUByte(): UByte = this\n /**\n * Converts this
[UByte] value to [UShort].\n
*\n * The resulting `UShort` value represents the same numerical value as this
`UByte`.\n
*\n * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this
`UByte` value,\n
* whereas the most significant 8 bits are filled with zeros.\n
*\n
@kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = UShort(data.toShort() and 0xFF)\n /**\n
* Converts this [UByte] value to [UInt].\n
*\n * The resulting `UInt` value represents the same numerical value
as this `UByte`.\n
*\n * The least significant 8 bits of the resulting `UInt` value are
the same as the bits of this `UByte` value,\n
* whereas the most significant 24 bits are filled with zeros.\n
*\n
@kotlin.internal.InlineOnly\n public inline fun toUInt(): UInt = UInt(data.toInt() and 0xFF)\n\n /**\n
* Converts this [UByte] value to [ULong].\n
*\n * The resulting `ULong` value represents the same numerical
value as this `UByte`.\n
*\n * The least significant 8 bits of the resulting `ULong` value are the same as the bits
of this `UByte` value,\n
* whereas the most significant 56 bits are filled with zeros.\n
*\n
@kotlin.internal.InlineOnly\n public inline fun toULong(): ULong = ULong(data.toLong() and 0xFF)\n\n /**\n
* Converts this [UByte] value to [Float].\n
*\n * The resulting `Float` value represents the same numerical
value as this `UByte`.\n
*\n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float =
this.toInt().toFloat()\n\n /**\n * Converts this [UByte] value to [Double].\n
*\n * The resulting `Double` value represents the same numerical value as this `UByte`.\n
*\n
@kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = this.toInt().toDouble()\n\n public override
fun toString(): String = toInt().toString()\n\n\n /**\n * Converts this [Byte] value to [UByte].\n
*\n * If this value is positive, the resulting `UByte` value represents the same numerical value as this `Byte`.\n
*\n * The resulting
`UByte` value has the same binary representation as this `Byte` value.\n

```

```

*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Byte.toUByte(): UByte = UByte(this)^n/**^n * Converts this [Short] value to [UByte].^n * If
this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents^
n * the same numerical value as this `Short`.^n * The resulting `UByte` value is represented by the least significant 8
bits of this `Short` value.^n
*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Short.toUByte(): UByte = UByte(this.toByte())^n/**^n * Converts this [Int] value to [UByte].^n
*^n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value
represents^
n * the same numerical value as this `Int`.^n * The resulting `UByte` value is represented by the least
significant 8 bits of this `Int` value.^n
*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Int.toUByte(): UByte = UByte(this.toByte())^n/**^n * Converts this [Long] value to [UByte].^n
*^n * If this value is positive and less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value
represents^
n * the same numerical value as this `Long`.^n * The resulting `UByte` value is represented by the
least significant 8 bits of this `Long` value.^n
*^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@kotlin.internal.InlineOnly^
npublic inline fun Long.toUByte(): UByte = UByte(this.toByte())^n,"/*^n * Copyright 2010-2023 JetBrains s.r.o.
and Kotlin Programming Language contributors.^n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.^n *^n// Auto-generated file. DO NOT EDIT!^n^package
kotlin^nimport kotlin.experimental.^nimport
kotlin.jvm.^n^@SinceKotlin("1.5")^@WasExperimental(ExperimentalUnsignedTypes::class)^@JvmInline^npu
blic value class UInt @kotlin.internal.IntrinsicConstEvaluation @PublishedApi internal constructor(@PublishedApi
internal val data: Int) : Comparable<UInt> {^n^n companion object {^n /**^n * A constant holding the
minimum value an instance of UInt can have.^n *^n public const val MIN_VALUE: UInt = UInt(0)^n^
n /**^n * A constant holding the maximum value
an instance of UInt can have.^n *^n public const val MAX_VALUE: UInt = UInt(-1)^n^
n /**^n *
The number of bytes used to represent an instance of UInt in a binary form.^n *^n public const val
SIZE_BYTES: Int = 4^
n^
n /**^n * The number of bits used to represent an instance of UInt in a binary
form.^n *^n public const val SIZE_BITS: Int = 32^
n^
n }^
n^
n /**^n * Compares this value with the
specified value for order.^n * Returns zero if this value is equal to the specified other value, a negative number if
it's less than other,^n * or a positive number if it's greater than other.^n *^n @kotlin.internal.InlineOnly^
npublic inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())^
n^
n /**^n * Compares
this value with the specified value for order.^n * Returns zero if this value is equal to the specified other value, a
negative number if it's less than other,^
n
 * or a positive number if it's greater than other.^n *^n @kotlin.internal.InlineOnly^
npublic inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())^
n^
n /**^n * Compares this value with the
specified value for order.^n * Returns zero if this value is equal to the specified other value, a negative number if
it's less than other,^n * or a positive number if it's greater than other.^n *^n @kotlin.internal.InlineOnly^
n@Suppress("OVERRIDE_BY_INLINE")^
npublic override inline operator fun compareTo(other: UInt): Int =
uintCompare(this.data, other.data)^
n^
n /**^n * Compares this value with the specified value for order.^n *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,^n * or a
positive number if it's greater than other.^n *^n @kotlin.internal.InlineOnly^
npublic inline operator fun
compareTo(other: ULong): Int = this.toULong().compareTo(other)^
n^
n /** Adds the other value to this value. *^n @kotlin.internal.InlineOnly^
npublic inline operator fun plus(other:
UByte): UInt = this.plus(other.toUInt())^
n^
n /** Adds the other value to this value. *^n
 @kotlin.internal.InlineOnly^
npublic inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())^
n^
n /** Adds the other value to this value. *^n @kotlin.internal.InlineOnly^
npublic inline operator fun plus(other:
UInt): UInt = UInt(this.data.plus(other.data))^
n^
n /** Adds the other value to this value. *^

```

```

@kotlin.internal.InlineOnly\n public inline operator fun plus(other: ULong): ULong =
this.toULong().plus(other)\n\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: UByte): UInt = this.minus(other.toUInt())\n /** Subtracts the other value
from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other:
UShort): UInt = this.minus(other.toUInt())\n /** Subtracts the other value from this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): UInt =
UInt(this.data.minus(other.data))\n /** Subtracts the other value from this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun minus(other: ULong): ULong =
this.toULong().minus(other)\n\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())\n /** Multiplies this value by the
other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): UInt =
this.times(other.toUInt())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UInt): UInt = UInt(this.data.times(other.data))\n /** Multiplies this value
by the other value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)\n\n /** Divides this value
by the other value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())\n /** Divides this value by the other
value, truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline
operator fun div(other: UShort): UInt = this.div(other.toUInt())\n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UInt): UInt = uintDivide(this, other)\n /** Divides this value by the other value, truncating the result
to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other:
ULong): ULong = this.toULong().div(other)\n\n
/**\n * Calculates the remainder of truncating division of this value (dividend) by the other value (divisor).\n
*\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator
fun rem(other: UByte): UInt = this.rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division
of this value (dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())\n
/**\n * Calculates the remainder of truncating division of this value (dividend) by the other value (divisor).\n
*\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator
fun rem(other: UInt): UInt = uintRemainder(this, other)\n /**\n * Calculates the remainder of truncating
division of this value (dividend) by the other value (divisor).\n *\n * The result is always less than the
divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: ULong): ULong =
this.toULong().rem(other)\n\n /**\n * Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity.\n *\n * For unsigned types, the results of flooring division and truncating division
are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UByte): UInt =
this.floorDiv(other.toUInt())\n /**\n * Divides this value by the other value, flooring the result to an integer that
is closer to negative infinity.\n *\n * For unsigned types, the results of flooring division and truncating division
are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other: UShort): UInt =
this.floorDiv(other.toUInt())\n /**\n * Divides this
value by the other value, flooring the result to an integer that is closer to negative infinity.\n *\n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UInt): UInt = div(other)\n /**\n * Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.\n *\n * For unsigned types, the results of
flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun
floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is always less than the
divisor.\n *\n * For unsigned types, the remainders of flooring division and truncating division are the same.\n
*/

```

```

*^@kotlin.internal.InlineOnly
 public inline fun mod(other: UByte): UByte = this.mod(other.toUInt()).toUByte() /** Calculates the
remainder of flooring division of this value (dividend) by the other value (divisor). The result is always
less than the divisor. For unsigned types, the remainders of flooring division and truncating division are
the same. ^@kotlin.internal.InlineOnly
 public inline fun mod(other: UShort): UShort =
this.mod(other.toUInt()).toUShort() /** Calculates the remainder of flooring division of this value
(dividend) by the other value (divisor). The result is always less than the divisor. For
unsigned types, the remainders of flooring division and truncating division are the same. ^
@kotlin.internal.InlineOnly
 public inline fun mod(other: UInt): UInt = rem(other) /** Calculates the
remainder of flooring division of this value (dividend) by the other
value (divisor). The result is always less than the divisor. For unsigned types, the
remainders of flooring division and truncating division are the same. ^@kotlin.internal.InlineOnly
 public inline fun mod(other: ULong): ULong = this.toULong().mod(other) /** Returns this value
incremented by one. @sample samples.misc.Builtins.inc ^@kotlin.internal.InlineOnly
 public inline operator fun inc(): UInt = UInt(data.inc()) /** Returns this value decremented by one.
@sample samples.misc.Builtins.dec ^@kotlin.internal.InlineOnly
 public inline operator fun dec(): UInt = UInt(data.dec()) /** Creates a range from this value to the specified [other] value. ^
@kotlin.internal.InlineOnly
 public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this,
other) /** Creates a range from this value up to but excluding
the specified [other] value. The result is empty. If the [other] value is less than or equal to `this` value, then the returned
range is empty. ^@SinceKotlin("1.9")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
 public inline operator fun rangeUntil(other: UInt): UIntRange = this until other /**
Shifts this value left by the [bitCount] number of bits. Note that only the five lowest-order
bits of the [bitCount] are used as the shift distance. The shift distance actually used is therefore always in the
range `0..31`. ^@kotlin.internal.InlineOnly
 public inline infix fun shl(bitCount: Int): UInt = UInt(data
shl bitCount) /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with
zeros. Note that only the five lowest-order bits of the [bitCount] are used as the shift distance.
The shift distance actually used
is therefore always in the range `0..31`. ^@kotlin.internal.InlineOnly
 public inline infix fun
shr(bitCount: Int): UInt = UInt(data ushr bitCount) /** Performs a bitwise AND operation between the two
values. ^@kotlin.internal.InlineOnly
 public inline infix fun and(other: UInt): UInt = UInt(this.data and
other.data) /** Performs a bitwise OR operation between the two values. ^@kotlin.internal.InlineOnly
 public inline infix fun or(other: UInt): UInt = UInt(this.data or other.data) /** Performs a bitwise XOR operation
between the two values. ^@kotlin.internal.InlineOnly
 public inline infix fun xor(other: UInt): UInt =
UInt(this.data xor other.data) /** Inverts the bits in this value. ^@kotlin.internal.InlineOnly
 public
inline fun inv(): UInt = UInt(data.inv()) /** Converts this [UInt] value to [Byte]. If this
value is less than or equals to [Byte.MAX_VALUE], the resulting
`Byte` value represents the same numerical value as this `UInt`. The resulting `Byte` value is
represented by the least significant 8 bits of this `UInt` value. Note that the resulting `Byte` value may be
negative. ^@kotlin.internal.InlineOnly
 public inline fun toByte(): Byte = data.toByte() /**
Converts this [UInt] value to [Short]. If this value is less than or equals to [Short.MAX_VALUE], the
resulting `Short` value represents the same numerical value as this `UInt`. The resulting `Short`
value is represented by the least significant 16 bits of this `UInt` value. Note that the resulting `Short` value
may be negative. ^@kotlin.internal.InlineOnly
 public inline fun toShort(): Short = data.toShort() /**
Converts this [UInt] value to [Int]. If this value is less than or equals to [Int.MAX_VALUE],
the resulting `Int` value represents
the same numerical value as this `UInt`. Otherwise the result is negative. The resulting `Int` value
has the same binary representation as this `UInt` value. ^@kotlin.internal.InlineOnly
 public inline fun

```







```

@kotlin.internal.InlineOnly\n public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)\n
/** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun
times(other: ULong): ULong = this.toULong().times(other)\n\n /** Divides this value by the other value,
truncating the result to an integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator
fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())\n /** Divides this value by the other value,
truncating the result to an integer
that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UShort): UInt =
this.toUInt().div(other.toUInt())\n /** Divides this value by the other value, truncating the result to an integer that
is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UInt): UInt =
this.toUInt().div(other)\n /** Divides this value by the other value, truncating the result to an integer that is closer
to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: ULong): ULong =
this.toULong().div(other)\n\n /**\n * Calculates the remainder of truncating division of this value (dividend) by
the other value (divisor).\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UByte): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value
(dividend) by the other value (divisor).\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): UInt =
this.toUInt().rem(other.toUInt())\n /**\n * Calculates the remainder of truncating division of this value
(dividend) by the other value (divisor).\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: UInt): UInt = this.toUInt().rem(other)\n /**\n *
Calculates the remainder of truncating division of this value (dividend) by the other value (divisor).\n * The
result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator fun
rem(other: ULong): ULong = this.toULong().rem(other)\n\n /**\n * Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.\n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UByte): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this
value by the other value, flooring the result to an integer that is closer to negative infinity.\n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UShort): UInt = this.toUInt().floorDiv(other.toUInt())\n /**\n * Divides this
value by the other value, flooring the result to an integer that is closer to negative infinity.\n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UInt): UInt = this.toUInt().floorDiv(other)\n\n /**\n * Divides this value by the
other value,
flooring the result to an integer that is closer to negative infinity.\n * For unsigned types, the results of
flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun
floorDiv(other: ULong): ULong = this.toULong().floorDiv(other)\n\n /**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n * The result is always less than the
divisor.\n * For unsigned types, the remainders of flooring division and truncating division are the same.\n
*/\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UByte): UByte =
this.toUInt().mod(other.toUInt()).toUByte()\n /**\n * Calculates the remainder of flooring division of this value
(dividend) by the other value (divisor).\n * The result is always less than the divisor.\n * For
unsigned types, the remainders of flooring division and truncating
division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort =
this.toUInt().mod(other.toUInt()).toUShort()\n /**\n * Calculates the remainder of flooring division of this
value (dividend) by the other value (divisor).\n * The result is always less than the divisor.\n * For
unsigned types, the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt = this.toUInt().mod(other)\n /**\n *
Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).\n * The

```

```

result is always less than the divisor.\n * For unsigned types, the remainders of flooring division and
truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun mod(other: ULong):
ULong = this.toULong().mod(other)\n /**\n * Returns
this value incremented by one.\n */\n * @sample samples.misc.Builtins.inc\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun inc(): UShort = UShort(data.inc())\n /**\n *
Returns this value decremented by one.\n */\n * @sample samples.misc.Builtins.dec\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun dec(): UShort = UShort(data.dec())\n /** Creates a
range from this value to the specified [other] value. */\n @kotlin.internal.InlineOnly\n public inline operator fun
rangeTo(other: UShort): UIntRange = UIntRange(this.toUInt(), other.toUInt())\n /**\n * Creates a range from
this value up to but excluding the specified [other] value.\n */\n * If the [other] value is less than or equal to
`this` value, then the returned range is empty.\n */\n @SinceKotlin("1.9")\n
@WasExperimental(ExperimentalStdlibApi::class)\n @kotlin.internal.InlineOnly\n public inline operator fun
rangeUntil(other:
UShort): UIntRange = this.toUInt() until other.toUInt()\n /** Performs a bitwise AND operation between the
two values. */\n @kotlin.internal.InlineOnly\n public inline infix fun and(other: UShort): UShort =
UShort(this.data and other.data)\n /** Performs a bitwise OR operation between the two values. */\n
@kotlin.internal.InlineOnly\n public inline infix fun or(other: UShort): UShort = UShort(this.data or other.data)\n
/** Performs a bitwise XOR operation between the two values. */\n @kotlin.internal.InlineOnly\n public inline
infix fun xor(other: UShort): UShort = UShort(this.data xor other.data)\n /** Inverts the bits in this value. */\n
@kotlin.internal.InlineOnly\n public inline fun inv(): UShort = UShort(data.inv())\n /**\n * Converts this
[UShort] value to [Byte].\n */\n * If this value is less than or equals to [Byte.MAX_VALUE], the resulting
`Byte` value represents\n * the same numerical value as this `UShort`.\n
*\n * The resulting `Byte` value is represented by the least significant 8 bits of this `UShort` value.\n * Note
that the resulting `Byte` value may be negative.\n */\n @kotlin.internal.InlineOnly\n public inline fun
toByte(): Byte = data.toByte()\n /**\n * Converts this [UShort] value to [Short].\n */\n * If this value is less
than or equals to [Short.MAX_VALUE], the resulting `Short` value represents\n * the same numerical value as
this `UShort`. Otherwise the result is negative.\n */\n * The resulting `Short` value has the same binary
representation as this `UShort` value.\n */\n @kotlin.internal.InlineOnly\n public inline fun toShort(): Short =
data\n /**\n * Converts this [UShort] value to [Int].\n */\n * The resulting `Int` value represents the same
numerical value as this `UShort`.\n */\n * The least significant 16 bits of the resulting `Int` value are the same as
the bits of this `UShort` value,\n
* whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public
inline fun toInt(): Int = data.toInt() and 0xFFFF\n /**\n * Converts this [UShort] value to [Long].\n */\n *
The resulting `Long` value represents the same numerical value as this `UShort`.\n */\n * The least significant
16 bits of the resulting `Long` value are the same as the bits of this `UShort` value,\n * whereas the most
significant 48 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline fun toLong(): Long =
data.toLong() and 0xFFFF\n /**\n * Converts this [UShort] value to [UByte].\n */\n * If this value is
less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value represents\n * the same numerical
value as this `UShort`.\n */\n * The resulting `UByte` value is represented by the least significant 8 bits of this
`UShort` value.\n */\n @kotlin.internal.InlineOnly\n
public inline fun toUByte(): UByte = data.toUByte()\n /** Returns this value. */\n
@kotlin.internal.InlineOnly\n public inline fun toUShort(): UShort = this\n /**\n * Converts this [UShort]
value to [UInt].\n */\n * The resulting `UInt` value represents the same numerical value as this `UShort`.\n
*\n * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value,\n
*\n * whereas the most significant 16 bits are filled with zeros.\n */\n @kotlin.internal.InlineOnly\n public inline
fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)\n /**\n * Converts this [UShort] value to [ULong].\n */\n
*\n * The resulting `ULong` value represents the same numerical value as this `UShort`.\n */\n * The least
significant 16 bits of the resulting `ULong` value are the same as the bits of this `UShort` value,\n * whereas the

```

```

most significant 48 bits are filled with zeros.\n *^n @kotlin.internal.InlineOnly\n
 public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)\n\n /**\n * Converts this [UShort] value to [Float].\n *^n * The resulting `Float` value represents the same numerical value as this `UShort`.\n *^n @kotlin.internal.InlineOnly\n public inline fun toFloat(): Float = this.toInt().toFloat()\n\n /**\n * Converts this [UShort] value to [Double].\n *^n * The resulting `Double` value represents the same numerical value as this `UShort`.\n *^n @kotlin.internal.InlineOnly\n public inline fun toDouble(): Double = this.toInt().toDouble()\n\n public override fun toString(): String = toInt().toString()\n\n}\n\n/**\n * Converts this [Byte] value to [UShort].\n *^n * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte`.\n *^n * The least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value,\n *^n * whereas the most significant 8 bits are filled with the sign bit of this value.\n *^n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Byte.toUShort(): UShort = UShort(this.toShort())\n\n /**\n * Converts this [Short] value to [UShort].\n *^n * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Short`.\n *^n * The resulting `UShort` value has the same binary representation as this `Short` value.\n *^n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Short.toUShort(): UShort = UShort(this)\n\n /**\n * Converts this [Int] value to [UShort].\n *^n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n *^n * the same numerical value as this `Int`.\n *^n * The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.\n *^n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Int.toUShort(): UShort = UShort(this.toShort())\n\n /**\n * Converts this [Long] value to [UShort].\n *^n * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents\n *^n * the same numerical value as this `Long`.\n *^n * The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value.\n *^n @SinceKotlin("1.5")\n @WasExperimental(ExperimentalUnsignedTypes::class)\n @kotlin.internal.InlineOnly\n public inline fun Long.toUShort(): UShort = UShort(this.toShort())\n\n", "/*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n @file:kotlin.jvm.JvmMultifileClass\n @file:kotlin.jvm.JvmName("CollectionsKt")\n @file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n\n package kotlin.collections\n\n import kotlin.contracts.*\n import kotlin.random.Random\n\n internal object EmptyIterator : ListIterator<Nothing> {\n override fun hasNext(): Boolean = false\n override fun hasPrevious(): Boolean = false\n override fun nextIndex(): Int = 0\n override fun previousIndex(): Int = -1\n override fun next(): Nothing = throw NoSuchElementException()\n override fun previous(): Nothing = throw NoSuchElementException()\n\n}\n\n internal object EmptyList : List<Nothing>, Serializable, RandomAccess {\n private const val serialVersionUID: Long = -7390468764508069838L\n override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()\n override fun hashCode(): Int = 1\n override fun toString(): String = "[]"\n override val size: Int get() = 0\n override fun isEmpty(): Boolean = true\n override fun contains(element: Nothing): Boolean = false\n override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()\n\n override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")\n override fun indexOf(element: Nothing): Int = -1\n override fun lastIndexOf(element: Nothing): Int = -1\n override fun iterator(): Iterator<Nothing> = EmptyIterator\n override fun listIterator(): ListIterator<Nothing> = EmptyIterator\n override fun listIterator(index: Int): ListIterator<Nothing> {\n if (index != 0) throw IndexOutOfBoundsException("Index: $index")\n return EmptyIterator\n }\n\n override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {\n if (fromIndex == 0 && toIndex == 0) return this\n throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")\n }\n\n private fun

```

```

readResolve(): Any = EmptyList\n}\n\ninternal fun <T> Array<out T>.asCollection(): Collection<T> =
ArrayAsCollection(this, isVarargs
= false)\n\nprivate class ArrayAsCollection<T>(val values: Array<out T>, val isVarargs: Boolean) : Collection<T>
{\n override val size: Int get() = values.size\n override fun isEmpty(): Boolean = values.isEmpty()\n override
fun contains(element: T): Boolean = values.contains(element)\n override fun containsAll(elements:
Collection<T>): Boolean = elements.all { contains(it) }\n override fun iterator(): Iterator<T> = values.iterator()\n
// override hidden toArray implementation to prevent copying of values array\n public fun toArray(): Array<out
Any?> = values.toArrayOfAny(isVarargs)\n}\n\n/**\n * Returns an empty read-only list. The returned list is
serializable (JVM).\n * @sample samples.collections.Collections.Lists.emptyReadOnlyList\n */\npublic fun <T>
emptyList(): List<T> = EmptyList\n\n/**\n * Returns a new read-only list of given elements. The returned list is
serializable (JVM).\n * @sample samples.collections.Collections.Lists.readOnlyList\n */\npublic
fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()\n\n/**\n *
Returns a new read-only list containing only the specified object [element].\n * The returned list is serializable
(JVM).\n * @sample samples.collections.Collections.Lists.singletonReadOnlyList\n
*/\n\n@SinceKotlin("1.9")\npublic expect fun <T> listOf(element: T): List<T>\n\n/**\n * Returns an empty read-
only list. The returned list is serializable (JVM).\n * @sample
samples.collections.Collections.Lists.emptyReadOnlyList\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun <T>
listOf(): List<T> = emptyList()\n\n/**\n * Returns an empty new [MutableList].\n * @sample
samples.collections.Collections.Lists.emptyMutableList\n
*/\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableListOf(): MutableList<T> =
ArrayList()\n\n/**\n * Returns an empty new [ArrayList].\n * @sample
samples.collections.Collections.Lists.emptyArrayList\n
*/\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> arrayListOf(): ArrayList<T> = ArrayList()\n\n/**\n * Returns a new [MutableList] with the given
elements.\n * @sample samples.collections.Collections.Lists.mutableList\n */\n\npublic fun <T>
mutableListOf(vararg elements: T): MutableList<T> =\n if (elements.size == 0) ArrayList() else
ArrayList(ArrayAsCollection(elements, isVarargs = true))\n\n/**\n * Returns a new [ArrayList] with the given
elements.\n * @sample samples.collections.Collections.Lists.arrayList\n */\n\npublic fun <T> arrayListOf(vararg
elements: T): ArrayList<T> =\n if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements,
isVarargs = true))\n\n/**\n * Returns a new read-only list either of single given element, if it is not null, or empty
list if the element is null. The returned list is serializable (JVM).\n * @sample
samples.collections.Collections.Lists.listOfNotNull\n */\n\npublic fun <T : Any> listOfNotNull(element: T?):
List<T> = if (element != null) listOf(element) else emptyList()\n\n/**\n * Returns a new read-only list only of those
given elements, that are not null. The returned list is serializable (JVM).\n * @sample
samples.collections.Collections.Lists.listOfNotNull\n */\n\npublic fun <T : Any> listOfNotNull(vararg elements: T?):
List<T> = elements.filterNotNull()\n\n/**\n * Creates a new read-only list with the specified [size], where each
element is calculated by calling the specified\n * [init] function.\n * The function [init] is called for each list
element sequentially starting from the first one.\n * It should return the value for a list element given its index.\n
*/\n\n@sample samples.collections.Collections.Lists.readOnlyListFromInitializer\n
*/\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List(size: Int, init: (index: Int) -> T):
List<T> = MutableList(size, init)\n\n/**\n * Creates a new mutable list with the specified [size], where each element
is calculated
by calling the specified\n * [init] function.\n * The function [init] is called for each list element sequentially
starting from the first one.\n * It should return the value for a list element given its index.\n
*/\n\n@sample samples.collections.Collections.Lists.mutableListFromInitializer\n
*/\n\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> MutableList(size: Int, init: (index:
Int) -> T): MutableList<T> {\n val list = ArrayList<T>(size)\n repeat(size) { index -> list.add(init(index)) }\n
return list\n}\n\n/**\n * Builds a new read-only [List] by populating a [MutableList] using the given

```

```

[builderAction])\n * and returning a read-only list with the same elements.\n *\n * The list passed as a receiver to the
[builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified
behavior.\n *\n * The returned list is serializable (JVM).\n *\n * @sample
samples.collections.Builders.Lists.buildListSample\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Su
ppress("DEPRECATION")\npublic inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.)
-> Unit): List<E> {\n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n return
buildListInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninter
nal expect inline fun <E> buildListInternal(builderAction: MutableList<E>.) -> Unit): List<E>\n\n/**\n * Builds a
new read-only [List] by populating a [MutableList] using the given [builderAction]\n * and returning a read-only list
with the same elements.\n *\n * The list passed as a receiver to the [builderAction] is valid only inside that
function.\n * Using it outside of the function produces an unspecified behavior.\n *\n * The returned list is
serializable (JVM).\n *\n * [capacity] is used to hint the expected number of elements added in the
[builderAction].\n
*\n * @throws IllegalArgumentException if the given [capacity] is negative.\n *\n * @sample
samples.collections.Builders.Lists.buildListSampleWithCapacity\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Su
ppress("DEPRECATION")\npublic inline fun <E> buildList(capacity: Int, @BuilderInference builderAction:
MutableList<E>.) -> Unit): List<E> {\n contract { callsInPlace(builderAction,
InvocationKind.EXACTLY_ONCE) }\n return buildListInternal(capacity,
builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline
fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.) -> Unit): List<E>\n\n/**\n * Returns an
[IntRange] of the valid indices for this collection.\n * @sample
samples.collections.Collections.Collections.indicesOfCollection\n *\npublic val Collection<*>.indices: IntRange\n
get() = 0..size - 1\n\n/**\n * Returns the index of the last
item in the list or -1 if the list is empty.\n *\n * @sample samples.collections.Collections.Lists.lastIndexOfList\n
*\npublic val <T> List<T>.lastIndex: Int\n get() = this.size - 1\n\n/**\n * Returns `true` if the collection is not
empty.\n * @sample samples.collections.Collections.Collections.collectionIsNotEmpty\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.isNotEmpty(): Boolean =
!isEmpty()\n\n/**\n * Returns `true` if this nullable collection is either null or empty.\n * @sample
samples.collections.Collections.Collections.collectionIsNullOrEmpty\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>?.isNullOrEmpty():
Boolean {\n contract {\n returns(false) implies (this@isNullOrEmpty != null)\n }\n return this == null ||
this.isEmpty()\n}\n\n/**\n * Returns this Collection if it's not `null` and the empty list otherwise.\n * @sample
samples.collections.Collections.Collections.collectionOrElse\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>?.orElse(): Collection<T> = this ?:
emptyList()\n\n/**\n * Returns this List if it's not `null` and the empty list otherwise.\n * @sample
samples.collections.Collections.Lists.listOrElse\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
List<T>?.orElse(): List<T> = this ?: emptyList()\n\n/**\n * Returns this collection if it's not empty\n * or the
result of calling [defaultValue] function if the collection is empty.\n *\n * @sample
samples.collections.Collections.Collections.collectionIfEmpty\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifEmpty(defaultValue: () ->
R): R where C : Collection<*>, C : R =\n if (isEmpty()) defaultValue() else this\n\n\n/**\n * Checks if all
elements in the specified collection are contained in this collection.\n *\n * Allows to overcome type-safety
restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.\n
*\n * @sample samples.collections.Collections.Collections.collectionContainsAll\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases\n@kotlin.internal.InlineOnly\npublic inline fun <@kotlin.internal.OnlyInputTypes T>

```

```

Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)\n\n\n * Returns a
new list with the elements of this list randomly shuffled\n * using the specified [random] instance as the source of
randomness.\n * \n @SinceKotlin("1.3")\npublic fun <T> Iterable<T>.shuffled(random: Random): List<T> =
toMutableList().apply { shuffle(random) }\n\n\ninternal fun <T> List<T>.optimizeReadOnlyList() = when (size) {\n
0 -> emptyList()\n 1 -> listOf(this[0])\n else -> this\n}\n\n\n * Searches this list or its range for the provided
[element] using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to
the Comparable natural ordering of its
elements,\n * otherwise the result is undefined.\n * \n * If the list contains multiple elements equal to the specified
[element], there is no guarantee which one will be found.\n * \n * `null` value is considered to be less than any non-
null value.\n * \n * @return the index of the element, if it is contained in the list within the specified range;\n *
otherwise, the inverted insertion point `(-insertion point - 1)`.\n * The insertion point is defined as the index at which
the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted.\n *
\n * @sample samples.collections.Collections.Lists.binarySearchOnComparable\n * @sample
samples.collections.Collections.Lists.binarySearchWithBoundaries\n * \n\npublic fun <T : Comparable<T>>
List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {\n rangeCheck(size, fromIndex,
toIndex)\n\n var low = fromIndex\n var high = toIndex - 1\n\n while (low <= high) {\n val
mid = (low + high).ushr(1) // safe from overflows\n val midVal = get(mid)\n val cmp =
compareValues(midVal, element)\n\n if (cmp < 0)\n low = mid + 1\n else if (cmp > 0)\n high
= mid - 1\n else\n return mid // key found\n }\n return -(low + 1) // key not found\n}\n\n\n * Searches this list or its range for the provided [element] using the binary search algorithm.\n * The list is expected to
be sorted into ascending order according to the specified [comparator],\n * otherwise the result is undefined.\n * \n *
If the list contains multiple elements equal to the specified [element], there is no guarantee which one will be
found.\n * \n * `null` value is considered to be less than any non-null value.\n * \n * @return the index of the element,
if it is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point -
1)`.\n * The insertion point is defined as the index
at which the element should be inserted,\n * so that the list (or the specified subrange of list) still remains sorted
according to the specified [comparator].\n * \n * @sample
samples.collections.Collections.Lists.binarySearchWithComparator\n * \n\npublic fun <T>
List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {\n \n
rangeCheck(size, fromIndex, toIndex)\n\n var low = fromIndex\n var high = toIndex - 1\n\n while (low <=
high) {\n val mid = (low + high).ushr(1) // safe from overflows\n val midVal = get(mid)\n val cmp =
comparator.compare(midVal, element)\n\n if (cmp < 0)\n low = mid + 1\n else if (cmp > 0)\n high
= mid - 1\n else\n return mid // key found\n }\n return -(low + 1) // key not found\n}\n\n\n * Searches this list or its range for an element having the key returned by the specified [selector] function\n * equal to
the provided [key]
value using the binary search algorithm.\n * The list is expected to be sorted into ascending order according to the
Comparable natural ordering of keys of its elements.\n * otherwise the result is undefined.\n * \n * If the list contains
multiple elements with the specified [key], there is no guarantee which one will be found.\n * \n * `null` value is
considered to be less than any non-null value.\n * \n * @return the index of the element with the specified [key], if it
is contained in the list within the specified range;\n * otherwise, the inverted insertion point `(-insertion point - 1)`.\n
\n * The insertion point is defined as the index at which the element should be inserted,\n * so that the list (or the
specified subrange of list) still remains sorted.\n * \n * @sample
samples.collections.Collections.Lists.binarySearchByKey\n * \n\npublic inline fun <T, K : Comparable<K>>
List<T>.binarySearchBy(\n key: K?,\n fromIndex: Int = 0,\n toIndex: Int = size,\n crossinline selector:
(T) -> K?\n): Int =\n binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }\n\n\n// do not
introduce this overload --- too rare\n//\npublic fun <T, K> List<T>.binarySearchBy(key: K, comparator:
Comparator<K>, fromIndex: Int = 0, toIndex: Int = size(), selector: (T) -> K): Int =\n// binarySearch(fromIndex,
toIndex) { comparator.compare(selector(it), key) }\n\n\n\n * Searches this list or its range for an element for

```

which the given [comparison] function returns zero using the binary search algorithm.

The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined.

If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.

@param comparison function that returns zero when called on the list element being searched.

On the elements coming before the target element, the function must return negative values; on the elements coming after the target element, the function must return positive values.

@return the index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point  $(-insertion\ point - 1)$ .

The insertion point is defined as the index at which the element should be inserted, so that the list (or the specified subrange of list) still remains sorted.

@sample

```

samples.collections.Collections.Lists.binarySearchWithComparisonFunction
public fun <T>
List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
 rangeCheck(size, fromIndex, toIndex)
 var low = fromIndex
 var high = toIndex - 1
 while (low <= high) {
 val mid = (low + high).ushr(1) // safe from overflows
 val midVal = get(mid)
 val cmp = comparison(midVal)
 if (cmp < 0) low = mid + 1
 else if (cmp > 0) high = mid - 1
 else return mid // key found
 }
 return -(low + 1) // key not found
}

```

Checks that `from` and `to` are in the range of  $[0..size]$  and throws an appropriate exception, if they aren't.

```

private fun rangeCheck(size: Int, fromIndex: Int, toIndex: Int) {
 when {
 fromIndex > toIndex -> throw
 IllegalArgumentException("fromIndex ($fromIndex) is greater than toIndex ($toIndex).")
 fromIndex < 0 ->
 throw IndexOutOfBoundsException("fromIndex ($fromIndex) is less than zero.")
 toIndex > size -> throw
 IndexOutOfBoundsException("toIndex ($toIndex) is greater than size ($size).")
 }
}

```

@PublishedApi

@SinceKotlin("1.3") internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi

@SinceKotlin("1.3") internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi

@SinceKotlin("1.3") internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi

@SinceKotlin("1.3") internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }

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```

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")
@file:OptIn(kotlin.experimental.ExperimentalTypeInference::class)
package kotlin.collections
import kotlin.contracts.*
private object EmptyMap : Map<Any?, Nothing>, Serializable {
 private const val serialVersionUID: Long = 8246714829545688274
 override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
 override fun hashCode(): Int = 0
 override fun toString(): String = "{}"
 override val size: Int get() = 0
 override fun isEmpty(): Boolean = true
 override fun containsKey(key: Any?): Boolean = false
 override fun containsValue(value: Nothing): Boolean = false
 override fun get(key: Any?): Nothing? = null
 override val entries: Set<Map.Entry<Any?, Nothing>> get() = EmptySet
 override val keys: Set<Any?> get() = EmptySet
 override val values: Collection<Nothing> get() = EmptyList
 private fun readResolve(): Any = EmptyMap
}

```

Returns an empty read-only map of specified type.

The returned map is serializable (JVM).

@sample samples.collections.Maps.Instantiation.emptyReadOnlyMap

```

public fun <K, V> emptyMap(): Map<K, V> = @SuppressWarnings("UNCHECKED_CAST") (EmptyMap as Map<K, V>)

```

Returns a new read-only map with the specified contents, given as a list of pairs where the first value is the key and the second is the value.

If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.

Entries of the map are iterated in the order they were specified.

The returned map is serializable (JVM).

@sample samples.collections.Maps.Instantiation.mapFromPairs

```

public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> =
 if (pairs.size > 0)
 pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))
 else emptyMap()

```

Returns a new read-only map,



mapping only the specified key to the specified value. The returned map is serializable (JVM).

`@sample samples.collections.Maps.Instantiation.mapFromPairs`

```

public expect fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V>

```

Returns an empty read-only map. The returned map is serializable (JVM).

`@sample samples.collections.Maps.Instantiation.emptyReadOnlyMap`

```

public inline fun <K, V> mapOf(): Map<K, V> = emptyMap()

```

Returns an empty new [MutableMap].

The returned map preserves the entry iteration order.

`@sample samples.collections.Maps.Instantiation.emptyMutableMap`

```

public inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()

```

Returns a new [MutableMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified.

`@sample samples.collections.Maps.Instantiation.mutableMapFromPairs`

```

public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> = LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

```

Returns an empty new [HashMap].

`@sample samples.collections.Maps.Instantiation.emptyHashMap`

```

public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

```

Returns a new [HashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value.

`@sample samples.collections.Maps.Instantiation.hashMapFromPairs`

```

public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

```

Returns an empty new [LinkedHashMap].

```

public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()

```

Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs where the first component is the key and the second is the value. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified.

`@sample samples.collections.Maps.Instantiation.linkedMapFromPairs`

```

public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size)))

```

Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. The map passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. Entries of the map are iterated in the order they were added by the [builderAction]. The returned map is serializable (JVM).

`@sample samples.collections.Builders.Maps.buildMapSample`

```

@WasExperimental(ExperimentalStdlibApi::class)
public inline fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>().->Unit): Map<K, V> {
 contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
 return buildMapInternal(builderAction)
}

```

`@PublishedApi`

```

public inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>().->Unit): Map<K, V>

```

Builds a new read-only [Map] by populating a [MutableMap] using the given [builderAction] and returning a read-only map with the same key-value pairs. The map passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior. [capacity] is used to hint the expected number of pairs added in the [builderAction]. Entries of the map are iterated in the order they were added by the [builderAction]. The returned map is serializable (JVM).

`@throws IllegalArgumentException` if the given [capacity] is negative.

```

*\n * @sample samples.collections.Builders.Maps.buildMapSample\n
*\n @SinceKotlin("1.6")\n @WasExperimental(ExperimentalStdlibApi::class)\n @kotlin.internal.InlineOnly\n @Suppress("DEPRECATION")\n public inline fun <K, V> buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>().->Unit): Map<K, V> {\n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n return buildMapInternal(capacity, builderAction)\n }\n\n @PublishedApi\n @SinceKotlin("1.3")\n @kotlin.internal.InlineOnly\n internal expect inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>().->Unit): Map<K, V>\n\n /**\n * Calculate the initial capacity of a map.\n */\n @PublishedApi\n internal expect fun mapCapacity(expectedSize: Int): Int\n\n /**\n * Returns `true` if this map is not empty.\n */\n @sample\n samples.collections.Maps.Usage.mapIsNotEmpty\n\n /**\n * @kotlin.internal.InlineOnly\n * public inline fun <K, V> Map<out K, V>.isEmpty(): Boolean = !isEmpty()\n */\n\n * Returns `true` if this nullable map is either null or empty.\n * @sample\n samples.collections.Maps.Usage.mapIsNullOrEmpty\n\n /**\n * @kotlin.internal.InlineOnly\n * public inline fun <K, V> Map<out K, V>?.isNullOrEmpty(): Boolean {\n contract {\n returns(false) implies (this@isNullOrEmpty != null)\n }\n return this == null || isEmpty()\n }\n\n /**\n * Returns the [Map] if its not `null`, or the empty [Map] otherwise.\n */\n\n * @sample\n samples.collections.Maps.Usage.mapOrElse\n\n /**\n * @kotlin.internal.InlineOnly\n * public inline fun <K, V> Map<K, V>?.orElse(): Map<K, V> = this ?: emptyMap()\n */\n\n * Returns this map if it's not empty\n * or the result of calling [defaultValue] function if the map is empty.\n * @sample\n samples.collections.Maps.Usage.mapIfEmpty\n\n /**\n * @kotlin.internal.InlineOnly\n * public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =\n if (isEmpty())\n defaultValue()\n else this\n */\n\n * Checks if the map contains the given key.\n * @sample\n samples.collections.Maps.Usage.containsKey\n\n /**\n * @kotlin.internal.InlineOnly\n * public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)\n */\n\n * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.\n * @kotlin.internal.InlineOnly\n * public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =\n @Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)\n */\n\n * Allows to use the index operator for storing values in a mutable map.\n * @kotlin.internal.InlineOnly\n * public inline operator fun <K, V> MutableMap<K, V>.set(key: K, value: V): Unit {\n put(key, value)\n }\n\n /**\n * Returns `true` if the map contains the specified [key].\n */\n\n * Allows to overcome type-safety restriction of `containsKey` that requires to pass a key of type `K`.\n * @kotlin.internal.InlineOnly\n * public inline fun <@kotlin.internal.OnlyInputTypes K> Map<out K, *>.containsKey(key: K): Boolean =\n @Suppress("UNCHECKED_CAST") (this as Map<K, *>).containsKey(key)\n */\n\n * Returns `true` if the map maps one or more keys to the specified [value].\n * Allows to overcome type-safety restriction of `containsValue` that requires to pass a value of type `V`.\n * @sample\n samples.collections.Maps.Usage.containsValue\n\n /**\n * @Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases\n * @kotlin.internal.InlineOnly\n * public inline fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean = this.containsValue(value)\n */\n\n * Removes the specified key and its corresponding value from this map.\n * @return the previous value associated with the key, or `null` if the key was not present in the map.\n * Allows to overcome type-safety restriction of `remove` that requires to pass a key of type `K`.\n * @kotlin.internal.InlineOnly\n * public inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =\n @Suppress("UNCHECKED_CAST") (this as MutableMap<K, V>).remove(key)\n */\n\n * Returns the key component of the map entry.\n * This method allows to use destructuring declarations when working with maps, for example:\n * ```\n * for ((key, value) in map) {\n * // do

```



```

second the value.\n *\npublic fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit
{\n for ((key, value) in pairs) {\n put(key, value)\n }}\n\n/**\n * Returns a new map with entries having
the keys of this map and the values obtained by applying the [transform]\n * function to each entry in this [Map].\n
*\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample
samples.collections.Maps.Transformations.mapValues\n *\npublic inline fun <K, V, R> Map<out K,
V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {\n return mapValuesTo(LinkedHashMap<K,
R>(mapCapacity(size)),
transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a new Map with entries having the keys obtained by
applying the [transform] function to each entry in this\n * [Map] and the values of this map.\n *\n * In case if any
two entries are mapped to the equal keys, the value of the latter one will overwrite\n * the value associated with the
former one.\n *\n * The returned map preserves the entry iteration order of the original map.\n *\n * @sample
samples.collections.Maps.Transformations.mapKeys\n *\npublic inline fun <K, V, R> Map<out K,
V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> {\n return mapKeysTo(LinkedHashMap<R,
V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()\n}\n\n/**\n * Returns a map containing all key-
value pairs with keys matching the given [predicate].\n *\n * The returned map preserves the entry iteration order of
the original map.\n *\n * @sample samples.collections.Maps.Filtering.filterKeys\n *\npublic inline fun <K, V>
Map<out K, V>.filterKeys(predicate:
(K) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry in this) {\n if
(predicate(entry.key)) {\n result.put(entry.key, entry.value)\n }}\n return result\n}\n\n/**\n * Returns a map containing all key-value pairs with values matching the given [predicate].\n *\n * The returned map
preserves the entry iteration order of the original map.\n *\n * @sample
samples.collections.Maps.Filtering.filterValues\n *\npublic inline fun <K, V> Map<out K,
V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {\n val result = LinkedHashMap<K, V>()\n for (entry
in this) {\n if (predicate(entry.value)) {\n result.put(entry.key, entry.value)\n }}\n return
result\n}\n\n/**\n * Appends all entries matching the given [predicate] into the mutable map given as [destination]
parameter.\n *\n * @return the destination map.\n *\n * @sample samples.collections.Maps.Filtering.filterTo\n
*\npublic
inline fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.filterTo(destination: M, predicate:
(Map.Entry<K, V>) -> Boolean): M {\n for (element in this) {\n if (predicate(element)) {\n
destination.put(element.key, element.value)\n }}\n return destination\n}\n\n/**\n * Returns a new map
containing all key-value pairs matching the given [predicate].\n *\n * The returned map preserves the entry iteration
order of the original map.\n *\n * @sample samples.collections.Maps.Filtering.filter\n *\npublic inline fun <K, V>
Map<out K, V>.filter(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return
filterTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Appends all entries not matching the given [predicate]
into the given [destination].\n *\n * @return the destination map.\n *\n * @sample
samples.collections.Maps.Filtering.filterNotTo\n *\npublic inline fun <K, V, M : MutableMap<in K, in V>>
Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K,
V>) -> Boolean): M {\n for (element in this) {\n if (!predicate(element)) {\n
destination.put(element.key, element.value)\n }}\n return destination\n}\n\n/**\n * Returns a new map
containing all key-value pairs not matching the given [predicate].\n *\n * The returned map preserves the entry
iteration order of the original map.\n *\n * @sample samples.collections.Maps.Filtering.filterNot\n *\npublic inline fun
<K, V> Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {\n return
filterNotTo(LinkedHashMap<K, V>(), predicate)\n}\n\n/**\n * Returns a new map containing all key-value pairs
from the given collection of pairs.\n *\n * The returned map preserves the entry iteration order of the original
collection.\n *\n * If any of two pairs would have the same key the last one gets added to the map.\n *\npublic fun <K,
V> Iterable<Pair<K, V>>.toMap(): Map<K, V> {\n if (this is Collection) {\n return when (size) {\n
0 -> emptyMap()\n 1 -> mapOf(if (this is List) this[0] else iterator().next())\n else ->
toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n }}\n return toMap(LinkedHashMap<K,

```

```

V>().optimizeReadOnlyMap()\n\n/**\n * Populates and returns the [destination] mutable map with key-value
pairs from the given collection of pairs.\n */\npublic fun <K, V, M : MutableMap<in K, in V>> Iterable<Pair<K,
V>>.toMap(destination: M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Returns a new map
containing all key-value pairs from the given array of pairs.\n */\n * The returned map preserves the entry iteration
order of the original array.\n */\n * If any of two pairs would have the same key the last one gets added to the map.\n
*/\npublic fun <K, V> Array<out Pair<K, V>>.toMap(): Map<K, V> = when (size) {\n 0 -> emptyMap()\n 1 ->
mapOf(this[0])\n else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))\n}\n\n/**\n * Populates and returns
the [destination] mutable map with key-value pairs from the given array of pairs.\n */\npublic fun <K, V, M :
MutableMap<in K, in V>> Array<out Pair<K, V>>.toMap(destination: M): M =\n destination.apply {
putAll(this@toMap) }\n\n/**\n * Returns a new map containing all key-value pairs from the given sequence of
pairs.\n */\n * The returned map preserves the entry iteration order of the original sequence.\n */\n * If any of two pairs
would have the same key the last one gets added to the map.\n */\npublic fun <K, V> Sequence<Pair<K,
V>>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>().optimizeReadOnlyMap())\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs from the given sequence of pairs.\n */\npublic fun <K, V,
M : MutableMap<in K, in V>> Sequence<Pair<K, V>>.toMap(destination: M): M =\n destination.apply {
putAll(this@toMap) }\n\n/**\n * Returns a new read-only map containing all key-value pairs from the original
map.\n */\n * The returned map preserves
the entry iteration order of the original map.\n */\n * If any of two pairs would have the same key the last one gets added to the map.\n
*/\npublic fun <K, V> Map<out K, V>.toMutableMap(): Map<K, V> = when (size) {\n 0 -> emptyMap()\n 1 -> toSingletonMap()\n else ->
toMutableMap()\n}\n\n/**\n * Returns a new mutable map containing all key-value pairs from the original map.\n
*/\n * The returned map preserves the entry iteration order of the original map.\n */\n * If any of two pairs would have the same key the last one gets added to the map.\n
*/\npublic fun <K, V> Map<out K, V>.toMutableMap(): MutableMap<K, V> = LinkedHashMap(this)\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs from the given map.\n
*/\n * If any of two pairs would have the same key the last one gets added to the map.\n
*/\npublic fun <K, V, M : MutableMap<in K, in V>> Map<out K, V>.toMap(destination:
M): M =\n destination.apply { putAll(this@toMap) }\n\n/**\n * Creates a new read-only map by replacing or
adding an entry to this map from a given key-value [pair].\n */\n * The returned map preserves the entry iteration
order of the original map.\n */\n * The [pair] is iterated
in the end if it has a unique key.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pair: Pair<K, V>): Map<K,
V> =\n if (this.isEmpty()) mapOf(pair) else LinkedHashMap(this).apply { put(pair.first, pair.second) }\n\n/**\n *
Creates a new read-only map by replacing or adding entries to this map from a given collection of key-value
[pairs].\n */\n * The returned map preserves the entry iteration order of the original map.\n */\n * Those [pairs] with
unique keys are iterated in the end in the order of [pairs] collection.\n */\npublic operator fun <K, V> Map<out K,
V>.plus(pairs: Iterable<Pair<K, V>>): Map<K, V> =\n if (this.isEmpty()) pairs.toMap() else
LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only map by replacing or adding entries
to this map from a given array of key-value [pairs].\n */\n * The returned map preserves the entry iteration order of
the original map.\n */\n * Those [pairs] with unique keys are iterated in the end in the order of [pairs] array.\n
*/\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Array<out Pair<K, V>>): Map<K, V> =\n if
(this.isEmpty()) pairs.toMap() else LinkedHashMap(this).apply { putAll(pairs) }\n\n/**\n * Creates a new read-only
map by replacing or adding entries to this map from a given sequence of key-value [pairs].\n */\n * The returned map
preserves the entry iteration order of the original map.\n */\n * Those [pairs] with unique keys are iterated in the
end in the order of [pairs] sequence.\n */\npublic operator fun <K, V> Map<out K, V>.plus(pairs: Sequence<Pair<K,
V>>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()\n\n/**\n * Creates
a new read-only map by replacing or adding entries to this map from another [map].\n */\n * The returned map
preserves the entry iteration order of the original map.\n */\n * Those entries of another [map] that are missing in this
map are iterated in the end in the order of that [map].\n */\npublic operator fun <K, V> Map<out K, V>.plus(map:
Map<out K, V>): Map<K, V> =\n LinkedHashMap(this).apply { putAll(map) }\n\n/**\n * Appends or replaces
the given [pair] in this mutable map.\n */\n * If any of two pairs would have the same key the last one gets added to the map.\n
*/\npublic inline operator fun <K, V>
MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {\n put(pair.first, pair.second)\n}\n\n/**\n * Appends or

```

```

replaces all pairs from the given collection of [pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic
inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {\n
putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given array of [pairs] in this mutable map.\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs:
Array<out Pair<K, V>>) {\n putAll(pairs)\n}\n\n/**\n * Appends or replaces all pairs from the given sequence of
[pairs] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<in
K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {\n putAll(pairs)\n}\n\n/**\n * Appends or replaces all
entries from the given [map] in this mutable map.\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <K,
V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {\n putAll(map)\n}\n\n/**\n * Returns a map
containing all entries of the original map except the entry with the given [key].\n */\n * The returned map preserves
the entry iteration order of the original map.\n */\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K,
V>.minus(key: K): Map<K, V> =\n this.toMutableMap().apply { minusAssign(key)
}.optimizeReadOnlyMap()\n\n/**\n * Returns a map containing all entries of the original map except those entries\n
* the keys of which are contained in the given [keys] collection.\n */\n * The returned map preserves the entry
iteration order of the original map.\n */\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K,
V>.minus(keys: Iterable<K>): Map<K,
V> =\n this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map
containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys]
array.\n */\n * The returned map preserves the entry iteration order of the original map.\n
*/\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Array<out K>): Map<K, V>
=\n this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Returns a map
containing all entries of the original map except those entries\n * the keys of which are contained in the given [keys]
sequence.\n */\n * The returned map preserves the entry iteration order of the original map.\n
*/\n@SinceKotlin("1.1")\npublic operator fun <K, V> Map<out K, V>.minus(keys: Sequence<K>): Map<K, V>
=\n this.toMutableMap().apply { minusAssign(keys) }.optimizeReadOnlyMap()\n\n/**\n * Removes the entry
with the given [key] from this mutable map.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
inline operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {\n remove(key)\n}\n\n/**\n * Removes all
entries the keys of which are contained in the given [keys] collection from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Iterable<K>) {\n this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries the keys of
which are contained in the given [keys] array from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Array<out K>) {\n this.keys.removeAll(keys)\n}\n\n/**\n * Removes all entries from the
keys of which are contained in the given [keys] sequence from this mutable map.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline operator fun <K, V> MutableMap<K,
V>.minusAssign(keys: Sequence<K>) {\n this.keys.removeAll(keys)\n}\n\n\n//
do not expose for now @PublishedApi\ninternal fun <K, V> Map<K, V>.optimizeReadOnlyMap() = when (size)
{\n 0 -> emptyMap()\n 1 -> toSingletonMapOrSelf()\n else -> this\n}\n\n"/\n * Copyright 2010-2023
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SetsKt")\n@file:OptIn(kotlin.experimenta
l.ExperimentalTypeInference::class)\n\npackage kotlin.collections\n\nimport kotlin.contracts.*\n\ninternal object
EmptySet : Set<Nothing>, Serializable {\n private const val serialVersionUID: Long =
3406603774387020532\n\n override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()\n
\n override fun hashCode(): Int = 0\n\n override fun toString(): String = ""\n\n override val size: Int get() = 0\n
\n override fun isEmpty(): Boolean
= true\n\n override fun contains(element: Nothing): Boolean = false\n\n override fun containsAll(elements:
Collection<Nothing>): Boolean = elements.isEmpty()\n\n override fun iterator(): Iterator<Nothing> =

```

EmptyIterator\n\n private fun readResolve(): Any = EmptySet\n}\n\n/\*\*\n \* Returns an empty read-only set. The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.emptyReadOnlySet\n \*/\npublic fun <T> emptySet(): Set<T> = EmptySet\n/\*\*\n \* Returns a new read-only set with the given elements.\n \* Elements of the set are iterated in the order they were specified.\n \* The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.readOnlySet\n \*/\npublic fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()\n/\*\*\n \* Returns a new read-only set containing only the specified object [element].\n \* The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.singletonReadOnlySet\n \*/\n@SinceKotlin("1.9")\npublic expect fun <T> setOf(element: T): Set<T>\n/\*\*\n \* Returns an empty read-only set. The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.emptyReadOnlySet\n \*/\n@kotlin.internal.InlineOnly\npublic inline fun <T> setOf(): Set<T> = emptySet()\n/\*\*\n \* Returns an empty new [MutableSet].\n \* The returned set preserves the element iteration order.\n \* @sample samples.collections.Collections.Sets.emptyMutableSet\n \*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet()\n/\*\*\n \* Returns a new [MutableSet] with the given elements.\n \* Elements of the set are iterated in the order they were specified.\n \* @sample samples.collections.Collections.Sets.mutableSet\n \*/\npublic fun <T> mutableSetOf(vararg elements: T): MutableSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n/\*\*\n \* Returns an empty new [HashSet].\n \*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> hashSetOf(): HashSet<T> = HashSet()\n/\*\*\n \* Returns a new [HashSet] with the given elements.\n \*/\npublic fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))\n/\*\*\n \* Returns an empty new [LinkedHashSet].\n \* @sample samples.collections.Collections.Sets.emptyLinkedHashSet\n \*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()\n/\*\*\n \* Returns a new [LinkedHashSet] with the given elements.\n \* Elements of the set are iterated in the order they were specified.\n \* @sample samples.collections.Collections.Sets.linkedHashSet\n \*/\npublic fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))\n/\*\*\n \* Returns a new read-only set either with single given element, if it is not null, or empty set if the element is null.\n \* The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.setOfNotNull\n \*/\n@SinceKotlin("1.4")\npublic fun <T : Any> setOfNotNull(element: T?): Set<T> = if (element != null) setOf(element) else emptySet()\n/\*\*\n \* Returns a new read-only set only with those given elements, that are not null.\n \* Elements of the set are iterated in the order they were specified.\n \* The returned set is serializable (JVM).\n \* @sample samples.collections.Collections.Sets.setOfNotNull\n \*/\n@SinceKotlin("1.4")\npublic fun <T : Any> setOfNotNull(vararg elements: T?): Set<T> {\n return elements.filterNotNullTo(LinkedHashSet())\n}\n/\*\*\n \* Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements.\n \* The set passed as a receiver to the [builderAction] is valid only inside that function.\n \* Using it outside of the function produces an unspecified behavior.\n \* Elements of the set are iterated in the order they were added by the [builderAction].\n \* The returned set is serializable (JVM).\n \* @sample samples.collections.Builders.Sets.buildSetSample\n \*/\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION")\npublic inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>().() -> Unit): Set<E> {\n contract { callsInPlace(builderAction, InvocationKind.EXACTLY\_ONCE) }\n return buildSetInternal(builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildSetInternal(builderAction: MutableSet<E>().() -> Unit): Set<E>\n/\*\*\n \* Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set

with the same elements.\n \* The set passed as a receiver to the [builderAction] is valid only inside that function.\n \* Using it outside of the function produces an unspecified behavior.\n \* [capacity] is used to hint the expected number of elements added in the [builderAction].\n \* Elements of the set are iterated in the order they were added by the [builderAction].\n \* The returned set is serializable (JVM).\n \* @throws IllegalArgumentException if the given [capacity] is negative.\n \* @sample samples.collections.Builders.Sets.buildSetSample

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Suppress("DEPRECATION")\npublic inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>().-> Unit): Set<E> {\n contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }\n return buildSetInternal(capacity, builderAction)\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal expect inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>().-> Unit): Set<E>{\n\n /** Returns this Set if it's not `null` and the empty set otherwise. */\n}\n\n@kotlin.internal.InlineOnly\npublic inline fun <T> Set<T>?.orEmpty(): Set<T> = this ?: emptySet()\n\ninternal fun <T> Set<T>.optimizeReadOnlySet() = when (size) {\n 0 -> emptySet()\n 1 -> setOf(iterator().next())\n else -> this\n}\n\n",/*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n *\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\n/**\n * A range of values of type `Char`.\n *\npublic class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char>, OpenEndRange<Char> {\n override val start: Char get() = first\n override val endInclusive: Char get() = last\n \n @Deprecated("Can throw an exception when it's impossible to represent the value with Char type, for example, when the range includes MAX_VALUE. It's recommended to use 'endInclusive' property that doesn't throw.")\n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n override val endExclusive: Char get() {\n if (last == Char.MAX_VALUE) error("Cannot return the exclusive upper bound of a range that includes MAX_VALUE.")\n return last + 1\n }\n override fun contains(value: Char): Boolean = first <= value && value <= last\n \n /**\n * Checks whether the range is empty.\n *\n * The range is empty if its start value is greater than the end value.\n *\n override fun isEmpty(): Boolean = first > last\n \n override fun equals(other: Any?): Boolean =\n other is CharRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n \n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first.code + last.code)\n \n override fun toString(): String = "$first..$last"\n \n companion object {\n /** An empty range of values of type Char. */\n public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())\n }\n}\n\n/**\n * A range of values of type `Int`.\n *\npublic class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int>, OpenEndRange<Int> {\n override val start: Int get() = first\n override val endInclusive: Int get() = last\n \n @Deprecated("Can throw an exception when it's impossible to represent the value with Int type, for example, when the range includes MAX_VALUE. It's recommended to use 'endInclusive' property that doesn't throw.")\n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n override val endExclusive: Int get() {\n if (last == Int.MAX_VALUE) error("Cannot return the exclusive upper bound of a range that includes MAX_VALUE.")\n return last + 1\n }\n \n override fun contains(value: Int): Boolean = first <= value && value <= last\n \n /**\n * Checks whether the range is empty.\n *\n * The range is empty if its start value is greater than the end value.\n *\n override fun isEmpty(): Boolean = first > last\n \n override fun equals(other: Any?): Boolean =\n other is IntRange && (isEmpty() && other.isEmpty() ||\n first == other.first && last == other.last)\n \n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first + last)\n \n override fun toString(): String = "$first..$last"\n \n companion object {\n /** An empty range of values of type Int. */\n public val EMPTY: IntRange = IntRange(1, 0)\n }\n}\n\n/**\n * A range of values of type `Long`.\n *\npublic class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long>, OpenEndRange<Long> {\n override val start:

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Long get() = first\n override val endInclusive: Long get() = last\n
\n @Deprecated("Can throw an exception when it's impossible to represent the value with Long type, for
example, when the range includes MAX_VALUE. It's recommended to use 'endInclusive' property that doesn't
throw.")\n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n override val
endExclusive: Long get() {\n if (last == Long.MAX_VALUE) error("Cannot return the exclusive upper bound
of a range that includes MAX_VALUE.")\n return last + 1\n }\n\n override fun contains(value: Long):
Boolean = first <= value && value <= last\n\n /**\n * Checks whether the range is empty.\n *\n * The
range is empty if its start value is greater than the end value.\n */\n override fun isEmpty(): Boolean = first >
last\n\n override fun equals(other: Any?): Boolean =\n other is LongRange && (isEmpty() &&
other.isEmpty()) ||\n first == other.first && last == other.last\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()\n\n override fun
toString(): String = "$first..$last"\n\n companion object {\n /** An empty range of values of type Long. */\n
 public val EMPTY: LongRange = LongRange(1, 0)\n }\n\n /**\n * Copyright 2010-2023 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\n @package kotlin.text\n @nimport
kotlin.native.concurrent.SharedImmutable\n @private const val LOWER_CASE_HEX_DIGITS =
"0123456789abcdef"\n @private const val UPPER_CASE_HEX_DIGITS = "0123456789ABCDEF"\n\n // case-
insensitive parsing\n @SharedImmutable\n @private val HEX_DIGITS_TO_DECIMAL = IntArray(128) { -1 }.apply
{\n LOWER_CASE_HEX_DIGITS.forEachIndexed { index, char -> this[char.code] = index }\n
 UPPER_CASE_HEX_DIGITS.forEachIndexed { index, char -> this[char.code]
 = index }\n }\n\n // ----- format and parse ByteArray -----
\n\n /**\n * Formats
bytes in this array using the specified [format].\n *\n * Note that only [HexFormat.upperCase] and
[HexFormat.BytesHexFormat] affect formatting.\n *\n * @param format the [HexFormat] to use for formatting,
[HexFormat.Default] by default.\n *\n * @throws IllegalArgumentException if the result length is more than
[String] maximum capacity.\n */\n\n @ExperimentalStdlibApi\n @SinceKotlin("1.9")\n public fun
ByteArray.toHexString(format: HexFormat = HexFormat.Default): String = toHexString(0, size, format)\n\n /**\n *
Formats bytes in this array using the specified [HexFormat].\n *\n * Note that only [HexFormat.upperCase] and
[HexFormat.BytesHexFormat] affect formatting.\n *\n * @param startIndex the beginning (inclusive) of the
subrange to format, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to format, size of this
array by default.\n * @param format
\n * the [HexFormat] to use for formatting, [HexFormat.Default] by default.\n * @throws
\n * IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this array indices.\n * @throws
\n * IllegalArgumentException when `startIndex > endIndex`.\n * @throws IllegalArgumentException if the result
length is more than [String] maximum capacity.\n */\n\n @ExperimentalStdlibApi\n @SinceKotlin("1.9")\n public fun
ByteArray.toHexString(\n startIndex: Int = 0,\n endIndex: Int = size,\n format: HexFormat =
HexFormat.Default\n): String {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, size)\n\n if (startIndex
== endIndex) {\n return ""\n }\n\n val digits = if (format.upperCase) UPPER_CASE_HEX_DIGITS else
LOWER_CASE_HEX_DIGITS\n\n val bytesFormat = format.bytes\n val bytesPerLine =
bytesFormat.bytesPerLine\n val bytesPerGroup = bytesFormat.bytesPerGroup\n val bytePrefix =
bytesFormat.bytePrefix\n val byteSuffix = bytesFormat.byteSuffix\n\n val byteSeparator = bytesFormat.byteSeparator\n val groupSeparator = bytesFormat.groupSeparator\n\n val
formatLength = formattedStringLength(\n totalBytes = endIndex - startIndex,\n bytesPerLine,\n
bytesPerGroup,\n groupSeparator.length,\n byteSeparator.length,\n bytePrefix.length,\n
byteSuffix.length\n)\n\n var indexInLine = 0\n var indexInGroup = 0\n\n return buildString(formatLength)
{\n for (i in startIndex until endIndex) {\n val byte = this@toHexString[i].toInt() and 0xFF\n\n if
(indexInLine == bytesPerLine) {\n append("\\n")\n indexInLine = 0\n indexInGroup =
0\n } else if (indexInGroup == bytesPerGroup) {\n append(groupSeparator)\n
 indexInGroup = 0\n }\n if (indexInGroup != 0) {\n append(byteSeparator)\n }\n }\n }\n }\n

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append(bytePrefix)\n
 append(digits[byte shr 4])\n append(digits[byte and 0xF])\n append(byteSuffix)\n\n
indexInGroup += 1\n indexInLine += 1\n }\n\n check(formatLength == length)\n }\n}\n\n//
Declared internal for testing\ninternal fun formattedStringLength(\n totalBytes: Int,\n bytesPerLine: Int,\n bytesPerGroup: Int,\n groupSeparatorLength: Int,\n byteSeparatorLength: Int,\n bytePrefixLength: Int,\n byteSuffixLength: Int): Int {\n require(totalBytes > 0)\n // By contract bytesPerLine and bytesPerGroup are >
0\n\n val lineSeparators = (totalBytes - 1) / bytesPerLine\n val groupSeparators = run {\n val
groupSeparatorsPerLine = (bytesPerLine - 1) / bytesPerGroup\n val bytesInLastLine = (totalBytes %
bytesPerLine).let { if (it == 0) bytesPerLine else it }\n val groupSeparatorsInLastLine = (bytesInLastLine - 1) /
bytesPerGroup\n lineSeparators * groupSeparatorsPerLine + groupSeparatorsInLastLine\n
 }\n val byteSeparators = totalBytes - 1 - lineSeparators - groupSeparators\n\n // The max totalLength is
achieved when\n // totalBytes, bytePrefix/Suffix/Separator.length = Int.MAX_VALUE.\n // The result is 3 *
Int.MAX_VALUE * Int.MAX_VALUE + Int.MAX_VALUE,\n // which is > Long.MAX_VALUE, but <
ULong.MAX_VALUE.\n\n val totalLength: Long = lineSeparators.toLong() /* * lineSeparator.length = 1 */ +\n
groupSeparators.toLong() * groupSeparatorLength.toLong() +\n byteSeparators.toLong() *
byteSeparatorLength.toLong() +\n totalBytes.toLong() * (bytePrefixLength.toLong() + 2L +
byteSuffixLength.toLong())\n\n if (totalLength !in 0..Int.MAX_VALUE) {\n // TODO: Common
OutOfMemoryError?\n throw IllegalArgumentException("The resulting string length is too big:
${totalLength.toULong()}")\n }\n\n return totalLength.toInt()\n}\n\n/**\n * Parses bytes from this string using
the specified [HexFormat].\n */\n *
Note that only [HexFormat.BytesHexFormat] affects parsing,\n * and parsing is performed in case-insensitive
manner.\n * Also, any of the char sequences CRLF, LF and CR is considered a valid line separator.\n * @param
format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n * @throws
IllegalArgumentError if this string does not comply with the specified [format].\n
*/\n * @ExperimentalStdlibApi\n * @SinceKotlin("1.9")\n * public fun String.hexToByteArray(format: HexFormat =
HexFormat.Default): ByteArray = hexToByteArray(0, length, format)\n\n/**\n * Parses bytes from this string using
the specified [HexFormat].\n * Note that only [HexFormat.BytesHexFormat] affects parsing,\n * and parsing is
performed in case-insensitive manner.\n * Also, any of the char sequences CRLF, LF and CR is considered a valid
line separator.\n * @param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n *
@param endIndex the end (exclusive) of the substring
to parse, length of this string by default.\n * @param format the [HexFormat] to use for parsing,
[HexFormat.Default] by default.\n * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is
out of range of this string indices.\n * @throws IllegalArgumentException when `startIndex > endIndex`.\n *
@throws IllegalArgumentException if the substring does not comply with the specified [format].\n
*/\n * @ExperimentalStdlibApi\n * // @SinceKotlin("1.9")\n * private fun String.hexToByteArray(\n startIndex: Int =
0,\n endIndex: Int = length,\n format: HexFormat = HexFormat.Default): ByteArray {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n\n if (startIndex == endIndex) {\n return
byteArrayOf()\n }\n\n val bytesFormat = format.bytes\n val bytesPerLine = bytesFormat.bytesPerLine\n val
bytesPerGroup = bytesFormat.bytesPerGroup\n val bytePrefix = bytesFormat.bytePrefix\n val byteSuffix =
bytesFormat.byteSuffix\n val byteSeparator
= bytesFormat.byteSeparator\n val groupSeparator = bytesFormat.groupSeparator\n\n val resultCapacity =
parsedByteArrayMaxSize(\n stringLength = endIndex - startIndex,\n bytesPerLine,\n bytesPerGroup,\n
 groupSeparator.length,\n byteSeparator.length,\n bytePrefix.length,\n byteSuffix.length)\n
)\n\n val result = ByteArray(resultCapacity)\n\n var i = startIndex\n var byteIndex = 0\n var indexInLine = 0\n var
indexInGroup = 0\n\n while (i < endIndex) {\n if (indexInLine == bytesPerLine) {\n i =
checkNewLineAt(i, endIndex)\n indexInLine = 0\n indexInGroup = 0\n } else if (indexInGroup
== bytesPerGroup) {\n i = checkContainsAt(groupSeparator, i, endIndex, "group separator")\n
indexInGroup = 0\n } else if (indexInGroup != 0) {\n i = checkContainsAt(byteSeparator, i, endIndex,

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"byte separator")\n }\n indexInLine
+= 1\n indexInGroup += 1\n i = checkContainsAt(bytePrefix, i, endIndex, "byte prefix")\n\n
checkHexLength(i, (i + 2).coerceAtMost(endIndex), maxDigits = 2, requireMaxLength = true)\n\n
result[byteIndex++] = ((decimalFromHexDigitAt(i++) shl 4) or decimalFromHexDigitAt(i++)).toByte()\n\n i =
checkContainsAt(byteSuffix, i, endIndex, "byte suffix")\n }\n\n return if (byteIndex == result.size) result else
result.copyOf(byteIndex)\n}\n\n// Declared internal for testing\ninternal fun parsedByteArrayMaxSize(\n
stringLength: Int,\n bytesPerLine: Int,\n bytesPerGroup: Int,\n groupSeparatorLength: Int,\n
byteSeparatorLength: Int,\n bytePrefixLength: Int,\n byteSuffixLength: Int)\n): Int {\n require(stringLength >
0)\n // By contract bytesPerLine and bytesPerGroup are > 0\n // The max charsPerSet is achieved when\n //
bytesPerLine/Group, bytePrefix/Suffix/SeparatorLength = Int.MAX_VALUE.\n // The result is 3
* Int.MAX_VALUE * Int.MAX_VALUE + Int.MAX_VALUE,\n // which is > Long.MAX_VALUE, but <
ULong.MAX_VALUE.\n\n val charsPerByte = bytePrefixLength + 2L + byteSuffixLength\n\n val
charsPerGroup = charsPerSet(charsPerByte, bytesPerGroup, byteSeparatorLength)\n\n val charsPerLine = if
(bytesPerLine <= bytesPerGroup) {\n charsPerSet(charsPerByte, bytesPerLine, byteSeparatorLength)\n } else
{\n val groupsPerLine = bytesPerLine / bytesPerGroup\n var result = charsPerSet(charsPerGroup,
groupsPerLine, groupSeparatorLength)\n val bytesPerLastGroupInLine = bytesPerLine % bytesPerGroup\n
if (bytesPerLastGroupInLine != 0) {\n result += groupSeparatorLength\n result +=
charsPerSet(charsPerByte, bytesPerLastGroupInLine, byteSeparatorLength)\n }\n result\n }\n\n var
numberOfChars = stringLength.toLong()\n\n // assume one-character line separator to maximize size\n val
wholeLines = wholeElementsPerSet(numberOfChars,
charsPerLine, 1)\n numberOfChars -= wholeLines * (charsPerLine + 1)\n\n val wholeGroupsInLastLine =
wholeElementsPerSet(numberOfChars, charsPerGroup, groupSeparatorLength)\n numberOfChars -=
wholeGroupsInLastLine * (charsPerGroup + groupSeparatorLength)\n\n val wholeBytesInLastGroup =
wholeElementsPerSet(numberOfChars, charsPerByte, byteSeparatorLength)\n numberOfChars -=
wholeBytesInLastGroup * (charsPerByte + byteSeparatorLength)\n\n // If numberOfChars is bigger than zero
here:\n // * CRLF might have been used as line separator\n // * or there are dangling characters at the end of
string\n // Anyhow, have a spare capacity to let parsing continue.\n // In case of dangling characters it will throw
later on with a correct message.\n val spare = if (numberOfChars > 0L) 1 else 0\n\n // The number of parsed
bytes will always fit into Int, each parsed byte consumes at least 2 chars of the input string.\n return ((wholeLines
* bytesPerLine)
+ (wholeGroupsInLastLine * bytesPerGroup) + wholeBytesInLastGroup + spare).toInt()\n}\n\nprivate fun
charsPerSet(charsPerElement: Long, elementsPerSet: Int, elementSeparatorLength: Int): Long {\n
require(elementsPerSet > 0)\n return (charsPerElement * elementsPerSet) + (elementSeparatorLength *
(elementsPerSet - 1L))\n}\n\nprivate fun wholeElementsPerSet(charsPerSet: Long, charsPerElement: Long,
elementSeparatorLength: Int): Long {\n return if (charsPerSet <= 0 || charsPerElement <= 0) 0\n else
(charsPerSet + elementSeparatorLength) / (charsPerElement + elementSeparatorLength)\n}\n\nprivate fun
String.checkNewLineAt(index: Int, endIndex: Int): Int {\n return if (this[index] == '\r') {\n if (index + 1 <
endIndex && this[index + 1] == '\n') index + 2 else index + 1\n } else if (this[index] == '\n') {\n index + 1\n
} else {\n throw NumberFormatException("Expected a new line at index $index, but was ${this[index]}")\n
}\n}\n}\n\n// -----
format and parse Byte -----*\n * Formats this `Byte` value using the specified [format].\n *\n * Note that only [HexFormat.upperCase] and [HexFormat.NumberHexFormat] affect formatting.\n *\n * @param
format the [HexFormat] to use for formatting, [HexFormat.Default] by default.\n\n
*/\n\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun Byte.toHexString(format: HexFormat =
HexFormat.Default): String = toLong().toHexStringImpl(format, bits = 8)\n\n**\n * Parses a `Byte` value from this
string using the specified [format].\n *\n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and
parsing is performed in case-insensitive manner.\n *\n * @param format the [HexFormat] to use for parsing,
[HexFormat.Default] by default.\n *\n * @throws IllegalArgumentException if this string does not comply with the

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specified [format].\n *\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun String.hexToByte(format:
HexFormat = HexFormat.Default):
Byte = hexToByte(0, length, format)\n\n**\n * Parses a `Byte` value from this string using the specified
[format].\n *\n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and parsing is performed in
case-insensitive manner.\n *\n * @param startIndex the beginning (inclusive) of the substring to parse, 0 by
default.\n * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n *
@param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n *\n * @throws
IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n * @throws
IllegalArgumentException when `startIndex > endIndex`.\n * @throws IllegalArgumentException if the substring
does not comply with the specified [format].\n *\n@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\nprivate fun
String.hexToByte(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): Byte =\n
hexToLongImpl(startIndex,
endIndex, format, maxDigits = 2).toByte()\n\n// ----- format and parse Short -----
\n\n**\n * Formats this `Short` value using the specified [format].\n *\n * Note that only [HexFormat.upperCase]
and [HexFormat.NumberHexFormat] affect formatting.\n *\n * @param format the [HexFormat] to use for
formatting, [HexFormat.Default] by default.\n *\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun
Short.toHexString(format: HexFormat = HexFormat.Default): String = toLong().toHexStringImpl(format, bits =
16)\n\n**\n * Parses a `Short` value from this string using the specified [format].\n *\n * Note that only
[HexFormat.NumberHexFormat] affects parsing,\n * and parsing is performed in case-insensitive manner.\n *\n *
@param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n *\n * @throws
IllegalArgumentException if this string does not comply with the specified [format].\n
*\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic
fun String.hexToShort(format: HexFormat = HexFormat.Default): Short = hexToShort(0, length, format)\n\n**\n *
Parses a `Short` value from this string using the specified [format].\n *\n * Note that only
[HexFormat.NumberHexFormat] affects parsing,\n * and parsing is performed in case-insensitive manner.\n *\n *
@param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n * @param endIndex the end
(exclusive) of the substring to parse, length of this string by default.\n * @param format the [HexFormat] to use for
parsing, [HexFormat.Default] by default.\n *\n * @throws IndexOutOfBoundsException when [startIndex] or
[endIndex] is out of range of this string indices.\n * @throws IllegalArgumentException when `startIndex >
endIndex`.\n * @throws IllegalArgumentException if the substring does not comply with the specified [format].\n
*\n@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\nprivate fun String.hexToShort(startIndex: Int
= 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): Short =\n
hexToLongImpl(startIndex,
endIndex, format, maxDigits = 4).toShort()\n\n// ----- format and parse Int -----
\n\n**\n * Formats this `Int` value using the specified [format].\n *\n * Note that only [HexFormat.upperCase] and
[HexFormat.NumberHexFormat] affect formatting.\n *\n * @param format the [HexFormat] to use for formatting,
[HexFormat.Default] by default.\n *\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun
Int.toHexString(format: HexFormat = HexFormat.Default): String = toLong().toHexStringImpl(format, bits =
32)\n\n**\n * Parses an `Int` value from this string using the specified [format].\n *\n * Note that only
[HexFormat.NumberHexFormat] affects parsing,\n * and parsing is performed in case-insensitive manner.\n *\n *
@param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n *\n * @throws
IllegalArgumentException if
this string does not comply with the specified [format].\n
*\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun String.hexToInt(format: HexFormat =
HexFormat.Default): Int = hexToInt(0, length, format)\n\n**\n * Parses an `Int` value from this string using the
specified [format].\n *\n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and parsing is
performed in case-insensitive manner.\n *\n * @param startIndex the beginning (inclusive) of the substring to parse,
0 by default.\n * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n
* @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n *\n * @throws

```

```

IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n * @throws
IllegalArgumentException when `startIndex > endIndex`.\n * @throws IllegalArgumentException if the substring
does not comply with the specified [format].\n */\n@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\nprivate
fun String.hexToInt(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): Int =\nhexToLongImpl(startIndex, endIndex, format, maxDigits = 8).toInt()\n\n// ----- format and parse
Long -----\n\n/**\n * Formats this `Long` value using the specified [format].\n * Note that only
[HexFormat.upperCase] and [HexFormat.NumberHexFormat] affect formatting.\n * @param format the
[HexFormat] to use for formatting, [HexFormat.Default] by default.\n
*/\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun Long.toHexString(format: HexFormat =
HexFormat.Default): String = toHexStringImpl(format, bits = 64)\n\n/**\n * Parses a `Long` value from this string
using the specified [format].\n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and parsing
is performed in case-insensitive manner.\n * @param format the [HexFormat] to use for parsing,
[HexFormat.Default]
by default.\n * @throws IllegalArgumentException if this string does not comply with the specified [format].\n
*/\n@ExperimentalStdlibApi\n@SinceKotlin("1.9")\npublic fun String.hexToLong(format: HexFormat =
HexFormat.Default): Long = hexToLong(0, length, format)\n\n/**\n * Parses a `Long` value from this string using
the specified [format].\n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and parsing is
performed in case-insensitive manner.\n * @param startIndex the beginning (inclusive) of the substring to parse,
0 by default.\n * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n
* @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n * @throws
IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n * @throws
IllegalArgumentException when `startIndex > endIndex`.\n * @throws IllegalArgumentException if the substring
does not comply with the specified [format].\n */\n@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\nprivate fun
String.hexToLong(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): Long =\nhexToLongImpl(startIndex, endIndex, format, maxDigits = 16)\n\n// ----- private format and parse
functions -----\n\n@ExperimentalStdlibApi\nprivate fun Long.toHexStringImpl(format:
HexFormat, bits: Int): String {\n require(bits and 0x3 == 0)\n val digits = if (format.upperCase)
UPPER_CASE_HEX_DIGITS else LOWER_CASE_HEX_DIGITS\n val value = this\n val prefix =
format.number.prefix\n val suffix = format.number.suffix\n val formatLength = prefix.length + (bits shr 2) +
suffix.length\n var removeZeros = format.number.removeLeadingZeros\n return buildString(formatLength)
{\n append(prefix)\n var shift = bits\n while (shift > 0) {\n shift -= 4\n val decimal
= ((value shr shift) and 0xF).toInt()\n removeZeros = removeZeros && decimal == 0 && shift > 0\n
if (!removeZeros) {\n append(digits[decimal])\n }\n }\n append(suffix)\n
}\n}\n\n@ExperimentalStdlibApi\nprivate fun String.hexToLongImpl(startIndex: Int = 0, endIndex: Int = length,
format: HexFormat, maxDigits: Int): Long {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n
val prefix = format.number.prefix\n val suffix = format.number.suffix\n if (prefix.length + suffix.length >=
endIndex - startIndex) {\n throw NumberFormatException(\n "Expected a hexadecimal number with
prefix '$prefix' and suffix '$suffix', but was ${substring(startIndex, endIndex)}"\n)\n }\n val
digitsStartIndex = checkContainsAt(prefix, startIndex, endIndex, "prefix")\n val digitsEndIndex = endIndex -
suffix.length\n checkContainsAt(suffix, digitsEndIndex, endIndex,
"suffix")\n checkHexLength(digitsStartIndex, digitsEndIndex, maxDigits, requireMaxLength = false)\n var
result = 0L\n for (i in digitsStartIndex until digitsEndIndex) {\n result = (result shl 4) or
decimalFromHexDigitAt(i).toLong()\n }\n return result\n}\n\nprivate fun String.checkContainsAt(part: String,
index: Int, endIndex: Int, partName: String): Int {\n val end = index + part.length\n if (end > endIndex ||
!regionMatches(index, part, 0, part.length, ignoreCase = true)) {\n throw NumberFormatException(\n
"Expected $partName '$part' at index $index, but was ${this.substring(index,
end.coerceAtMost(endIndex))}"
)\n }\n return end\n}\n\nprivate fun String.checkHexLength(startIndex:
Int, endIndex: Int, maxDigits: Int, requireMaxLength: Boolean) {\n val digitsLength = endIndex - startIndex\n

```

```

val isCorrectLength = if (requireMaxLength) digitsLength == maxDigits else digitsLength <= maxDigits\n if
(!isCorrectLength)
 {\n val specifier = if (requireMaxLength) \"exactly\" else \"at most\"\n val substring = substring(startIndex,
endIndex)\n throw NumberFormatException(\n \"Expected $specifier $maxDigits hexadecimal digits at
index $startIndex, but was $substring of length $digitsLength\"\n)\n }\n\nprivate fun
String.decimalFromHexDigitAt(index: Int): Int {\n val code = this[index].code\n if (code > 127 ||
HEX_DIGITS_TO_DECIMAL[code] < 0) {\n throw NumberFormatException(\"Expected a hexadecimal digit
at index $index, but was ${this[index]}\")\n }\n return HEX_DIGITS_TO_DECIMAL[code]\n}\n\n\"/*\n *
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n@file:Suppress(\"PLATFOR
M_CLASS_MAPPED_TO_KOTLIN\")\n\npackage
kotlin.text\n\n/*\n * Parses the string as a signed [Byte] number and returns the result\n * or `null` if the string is
not a valid representation of a number.\n */\n\n@SinceKotlin(\"1.1\")\npublic fun String.toByteArrayOrNull(): Byte? =
toByteOrNull(radix = 10)\n\n/*\n * Parses the string as a signed [Byte] number and returns the result\n * or `null`
if the string is not a valid representation of a number.\n */\n\n * @throws IllegalArgumentException when [radix] is
not a valid radix for string to number conversion.\n */\n\n@SinceKotlin(\"1.1\")\npublic fun
String.toByteArrayOrNull(radix: Int): Byte? {\n val int = this.toIntOrNull(radix) ?: return null\n if (int <
Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null\n return int.toByteArray()\n}\n\n/*\n * Parses the string as
a [Short] number and returns the result\n * or `null` if the string is not a valid representation of a number.\n
/\n\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(): Short? = toShortOrNull(radix = 10)\n\n/\n *
Parses the string as a [Short] number and returns the result\n * or `null` if the string is not a valid representation of
a number.\n */\n\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
conversion.\n */\n\n@SinceKotlin(\"1.1\")\npublic fun String.toShortOrNull(radix: Int): Short? {\n val int =
this.toIntOrNull(radix) ?: return null\n if (int < Short.MIN_VALUE || int > Short.MAX_VALUE) return null\n
return int.toShort()\n}\n\n/*\n * Parses the string as an [Int] number and returns the result\n * or `null` if the string
is not a valid representation of a number.\n */\n\n@SinceKotlin(\"1.1\")\npublic fun String.toIntOrNull(): Int? =
toIntOrNull(radix = 10)\n\n/*\n * Parses the string as an [Int] number and returns the result\n * or `null` if the
string is not a valid representation of a number.\n */\n\n * @throws IllegalArgumentException when [radix] is not a
valid radix for string to number conversion.\n */\n\n@SinceKotlin(\"1.1\")\npublic
fun String.toIntOrNull(radix: Int): Int? {\n checkRadix(radix)\n\n val length = this.length\n if (length == 0)
return null\n\n val start: Int\n val isNegative: Boolean\n val limit: Int\n\n val firstChar = this[0]\n if
(firstChar < '0') { // Possible leading sign\n if (length == 1) return null // non-digit (possible sign) only, no
digits after\n\n start = 1\n\n if (firstChar == '-') {\n isNegative = true\n limit =
Int.MIN_VALUE\n } else if (firstChar == '+') {\n isNegative = false\n limit = -
Int.MAX_VALUE\n } else\n return null\n } else {\n start = 0\n isNegative = false\n limit
= -Int.MAX_VALUE\n }\n\n val limitForMaxRadix = (-Int.MAX_VALUE) / 36\n var limitBeforeMul =
limitForMaxRadix\n var result = 0\n for (i in start until length) {\n val digit = digitOf(this[i], radix)\n\n
if (digit < 0) return null\n\n if (result < limitBeforeMul) {\n if (limitBeforeMul == limitForMaxRadix) {\n
limitBeforeMul = limit / radix\n\n if (result < limitBeforeMul) {\n return null\n }\n } else {\n
return null\n }\n }\n\n result *= radix\n\n if (result < limit + digit) return null\n\n result -= digit\n
}\n\n return if (isNegative) result else -result\n}\n\n/*\n * Parses the string as a [Long] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n
/\n\n@SinceKotlin(\"1.1\")\npublic fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)\n\n/\n * Parses
the string as a [Long] number and returns the result\n * or `null` if the string is not a valid representation of a
number.\n */\n\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number
conversion.\n */\n\n@SinceKotlin(\"1.1\")\npublic

```

```

fun String.toLongOrNull(radix: Int): Long? {
 checkRadix(radix)
 val length = this.length
 if (length == 0) return null
 val start: Int
 val isNegative: Boolean
 val limit: Long
 val firstChar = this[0]
 if (firstChar < '0') { // Possible leading sign
 if (length == 1) return null // non-digit (possible sign) only, no digits after
 start = 1
 if (firstChar == '-') {
 isNegative = true
 limit = Long.MIN_VALUE
 } else if (firstChar == '+') {
 isNegative = false
 limit = Long.MAX_VALUE
 } else {
 return null
 }
 } else {
 start = 0
 isNegative = false
 limit = -Long.MAX_VALUE
 }
 val limitForMaxRadix = (-Long.MAX_VALUE) / 36
 var limitBeforeMul = limitForMaxRadix
 var result = 0L
 for (i in start until length) {
 val digit = digitOf(this[i], radix)
 if (digit < 0) return null
 if (result < limitBeforeMul) {
 if (limitBeforeMul == limitForMaxRadix) {
 limitBeforeMul = limit / radix
 }
 if (result < limitBeforeMul) {
 return null
 }
 } else {
 return null
 }
 result *= radix
 if (result < limit + digit) return null
 result -= digit
 }
 return if (isNegative) result else -result
}

internal fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

/* Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.time
import kotlin.contracts.*
import kotlin.jvm.JvmInline
import kotlin.math.*

/* Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * The type can store duration values up to 00b1146 years with nanosecond precision, and up to 00b1146 million years with millisecond precision.
 * If a duration-returning operation provided in `kotlin.time` produces a duration value that doesn't fit into the above range, the returned `Duration` is infinite.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration], or the extension properties [hours], [minutes], [seconds], and so on, available on [Int], [Long], and [Double] numeric types.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toLong], and [toDouble] or the properties [inWholeHours], [inWholeMinutes], [inWholeSeconds], [inWholeNanoseconds], and so on.
 */
@SinceKotlin("1.6")
@WasExperimental(ExperimentalTime::class)
@JvmInline
public value class Duration internal constructor(private val rawValue: Long) : Comparable<Duration> {
 private val value: Long
 get() = rawValue shr 1
 private inline val unitDiscriminator: Int
 get() = rawValue.toInt() and 1
 private fun isInNanos() = unitDiscriminator == 0
 private fun isInMillis() = unitDiscriminator == 1
 private val storageUnit
 get() = if (isInNanos()) DurationUnit.NANOSECONDS else DurationUnit.MILLISECONDS
 init {
 if (durationAssertionsEnabled) {
 if (isInNanos()) {
 if (value !in -MAX_NANOS..MAX_NANOS) throw AssertionError("$value ns is out of nanoseconds range")
 } else {
 if (value !in -MAX_MILLIS..MAX_MILLIS) throw AssertionError("$value ms is out of milliseconds range")
 if (value in -MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) throw AssertionError("$value ms is denormalized")
 }
 }
 }
 companion object {
 /** The duration equal to exactly 0 seconds. */
 public val ZERO: Duration = Duration(0L)
 /** The duration whose value is positive infinity. It is useful for representing timeouts that should never expire. */
 public val INFINITE: Duration = durationOfMillis(MAX_MILLIS)
 internal val NEG_INFINITE: Duration = durationOfMillis(-MAX_MILLIS)
 /** Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified [targetUnit]. */
 @ExperimentalTime
 public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double = convertDurationUnit(value, sourceUnit, targetUnit)
 // Duration construction extension properties in Duration companion scope
 /** Returns a [Duration] equal to this [Int] number of nanoseconds. */
 @kotlin.internal.InlineOnly
 public inline val Int.nanoseconds
 get() = toDuration(DurationUnit.NANOSECONDS)
 /** Returns a [Duration] equal to this [Long] number of nanoseconds. */
 @kotlin.internal.InlineOnly
 public inline val Long.nanoseconds
 get() = toDuration(DurationUnit.NANOSECONDS)
 }
}

```

```

Long.nanoseconds get() = toDuration(DurationUnit.NANOSECONDS)\n\n /**\n * Returns a [Duration]
equal to this [Double] number of nanoseconds.\n *\n * Depending on its magnitude, the value is rounded
to an integer number of nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this
[Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.nanoseconds
get() = toDuration(DurationUnit.NANOSECONDS)\n\n\n /** Returns a [Duration] equal to this [Int] number of
microseconds. */\n @kotlin.internal.InlineOnly\n public inline val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n\n\n /**
Returns a [Duration] equal to this [Long] number of microseconds. */\n @kotlin.internal.InlineOnly\n
public inline val Long.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n /**\n *
Returns a [Duration] equal to this [Double] number of microseconds.\n *\n * Depending on its magnitude,
the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public
inline val Double.microseconds get() = toDuration(DurationUnit.MICROSECONDS)\n\n\n\n /** Returns a
[Duration] equal to this [Int] number of milliseconds. */\n @kotlin.internal.InlineOnly\n public inline val
Int.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n /** Returns a [Duration] equal to this
[Long] number of milliseconds. */\n @kotlin.internal.InlineOnly\n public
inline val Long.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n /**\n * Returns a
[Duration] equal to this [Double] number of milliseconds.\n *\n * Depending on its magnitude, the value
is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public
inline val Double.milliseconds get() = toDuration(DurationUnit.MILLISECONDS)\n\n\n\n /** Returns a
[Duration] equal to this [Int] number of seconds. */\n @kotlin.internal.InlineOnly\n public inline val
Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n\n /** Returns a [Duration] equal to this [Long]
number of seconds. */\n @kotlin.internal.InlineOnly\n public inline val Long.seconds get() =
toDuration(DurationUnit.SECONDS)\n\n\n /**\n * Returns a [Duration] equal to this [Double] number
of seconds.\n *\n * Depending on its magnitude, the value is rounded to an integer number of
nanoseconds or milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is
`NaN`.\n */\n @kotlin.internal.InlineOnly\n public inline val Double.seconds get() =
toDuration(DurationUnit.SECONDS)\n\n\n\n /** Returns a [Duration] equal to this [Int] number of minutes. */\n
 @kotlin.internal.InlineOnly\n public inline val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n\n
 /** Returns a [Duration] equal to this [Long] number of minutes. */\n @kotlin.internal.InlineOnly\n
public inline val Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n\n /**\n * Returns a
[Duration] equal to this [Double] number of minutes.\n *\n * Depending on its magnitude, the value is
rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public
inline val Double.minutes get() = toDuration(DurationUnit.MINUTES)\n\n\n\n /** Returns a [Duration] equal to
this [Int] number of hours. */\n @kotlin.internal.InlineOnly\n public inline val Int.hours get() =
toDuration(DurationUnit.HOURS)\n\n\n /** Returns a [Duration] equal to this [Long] number of hours. */\n
 @kotlin.internal.InlineOnly\n public inline val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n\n
 /**\n * Returns a [Duration] equal to this [Double] number of hours.\n *\n * Depending on its
magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.\n *\n * @throws
IllegalArgumentException if this [Double] value is `NaN`.\n */\n @kotlin.internal.InlineOnly\n public
inline val Double.hours get() = toDuration(DurationUnit.HOURS)\n\n\n\n /** Returns a [Duration] equal to
this [Int] number of days. */\n @kotlin.internal.InlineOnly\n public
inline val Int.days get() = toDuration(DurationUnit.DAYS)\n\n\n /** Returns a [Duration] equal to this [Long]
number of days. */\n @kotlin.internal.InlineOnly\n public inline val Long.days get() =
toDuration(DurationUnit.DAYS)\n\n\n /**\n * Returns a [Duration] equal to this [Double] number of days.\n
 *\n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or
*/

```



```

milliseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n */\n
@kotlin.internal.InlineOnly\n public inline val Double.days get() = toDuration(DurationUnit.DAYS)\n\n\n
// deprecated static factory functions\n\n /** Returns a [Duration] representing the specified [value] number of
nanoseconds. */\n @SinceKotlin("1.5")\n
 @ExperimentalTime\n @Deprecated("Use 'Int.nanoseconds' extension property from
Duration.Companion instead.", ReplaceWith("value.nanoseconds",
"\kotlin.time.Duration.Companion.nanoseconds"))\n @DeprecatedSinceKotlin(warningSince = "1.6",
errorSince = "1.8", hiddenSince = "1.9")\n public fun nanoseconds(value: Int): Duration =
value.toDuration(DurationUnit.NANOSECONDS)\n\n /** Returns a [Duration] representing the specified
[value] number of nanoseconds. */\n @SinceKotlin("1.5")\n @ExperimentalTime\n
 @Deprecated("Use 'Long.nanoseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.nanoseconds", "\kotlin.time.Duration.Companion.nanoseconds"))\n
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun
nanoseconds(value: Long): Duration = value.toDuration(DurationUnit.NANOSECONDS)\n\n /**\n *
Returns a [Duration] representing
the specified [value] number of nanoseconds.\n *\n * @throws IllegalArgumentException if the provided
`Double` [value] is `NaN`.\n */\n @SinceKotlin("1.5")\n @ExperimentalTime\n
 @Deprecated("Use 'Double.nanoseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.nanoseconds", "\kotlin.time.Duration.Companion.nanoseconds"))\n
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun
nanoseconds(value: Double): Duration = value.toDuration(DurationUnit.NANOSECONDS)\n\n /** Returns a
[Duration] representing the specified [value] number of microseconds. */\n @SinceKotlin("1.5")\n
 @ExperimentalTime\n @Deprecated("Use 'Int.microseconds' extension property from Duration.Companion
instead.", ReplaceWith("value.microseconds", "\kotlin.time.Duration.Companion.microseconds"))\n
 @DeprecatedSinceKotlin(warningSince
= "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun microseconds(value: Int): Duration =
value.toDuration(DurationUnit.MICROSECONDS)\n\n /** Returns a [Duration] representing the specified
[value] number of microseconds. */\n @SinceKotlin("1.5")\n @ExperimentalTime\n
 @Deprecated("Use 'Long.microseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.microseconds", "\kotlin.time.Duration.Companion.microseconds"))\n
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun
microseconds(value: Long): Duration = value.toDuration(DurationUnit.MICROSECONDS)\n\n /**\n *
Returns a [Duration] representing the specified [value] number of microseconds.\n *\n * @throws
IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin("1.5")\n
 @ExperimentalTime\n @Deprecated("Use
'Double.microseconds' extension property from Duration.Companion instead.",
ReplaceWith("value.microseconds", "\kotlin.time.Duration.Companion.microseconds"))\n
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun
microseconds(value: Double): Duration = value.toDuration(DurationUnit.MICROSECONDS)\n\n /** Returns
a [Duration] representing the specified [value] number of milliseconds. */\n @SinceKotlin("1.5")\n
 @ExperimentalTime\n @Deprecated("Use 'Int.milliseconds' extension property from Duration.Companion
instead.", ReplaceWith("value.milliseconds", "\kotlin.time.Duration.Companion.milliseconds"))\n
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")\n public fun
milliseconds(value: Int): Duration = value.toDuration(DurationUnit.MILLISECONDS)\n\n /** Returns a
[Duration] representing the specified [value]
number of milliseconds. */\n @SinceKotlin("1.5")\n @ExperimentalTime\n @Deprecated("Use
'Long.milliseconds' extension property from Duration.Companion instead.", ReplaceWith("value.milliseconds",
"\kotlin.time.Duration.Companion.milliseconds"))\n @DeprecatedSinceKotlin(warningSince = "1.6",

```

```

errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun milliseconds(value: Long): Duration =
value.toDuration(DurationUnit.MILLISECONDS)\n\n /**\n * Returns a [Duration] representing the
specified [value] number of milliseconds.\n *\n * @throws IllegalArgumentException if the provided
`Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.milliseconds' extension property from Duration.Companion instead.\",
ReplaceWith(\"value.milliseconds\", \"kotlin.time.Duration.Companion.milliseconds\"))\n
@DeprecatedSinceKotlin(warningSince = \"1.6\",
errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun milliseconds(value: Double): Duration =
value.toDuration(DurationUnit.MILLISECONDS)\n\n\n /** Returns a [Duration] representing the specified
[value] number of seconds. *\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use
'Int.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.seconds\",
\"kotlin.time.Duration.Companion.seconds\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\n public fun seconds(value: Int): Duration =
value.toDuration(DurationUnit.SECONDS)\n\n\n /** Returns a [Duration] representing the specified [value]
number of seconds. *\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use
'Long.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"value.seconds\",
\"kotlin.time.Duration.Companion.seconds\"))\n
@DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun
seconds(value: Long): Duration = value.toDuration(DurationUnit.SECONDS)\n\n\n /**\n * Returns a
[Duration] representing the specified [value] number of seconds.\n *\n * @throws
IllegalArgumentException if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use 'Double.seconds' extension property from Duration.Companion
instead.\", ReplaceWith(\"value.seconds\", \"kotlin.time.Duration.Companion.seconds\"))\n
@DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun
seconds(value: Double): Duration = value.toDuration(DurationUnit.SECONDS)\n\n\n /** Returns a [Duration]
representing the specified [value] number of minutes. *\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n
@Deprecated(\"Use
'Int.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"value.minutes\",
\"kotlin.time.Duration.Companion.minutes\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\n public fun minutes(value: Int): Duration =
value.toDuration(DurationUnit.MINUTES)\n\n\n /** Returns a [Duration] representing the specified [value]
number of minutes. *\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n @Deprecated(\"Use
'Long.minutes' extension property from Duration.Companion instead.\", ReplaceWith(\"value.minutes\",
\"kotlin.time.Duration.Companion.minutes\"))\n @DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\n public fun minutes(value: Long): Duration =
value.toDuration(DurationUnit.MINUTES)\n\n\n /**\n * Returns a [Duration] representing the specified
[value] number of minutes.\n *\n * @throws IllegalArgumentException
if the provided `Double` [value] is `NaN`.\n */\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n
@Deprecated(\"Use 'Double.minutes' extension property from Duration.Companion instead.\",
ReplaceWith(\"value.minutes\", \"kotlin.time.Duration.Companion.minutes\"))\n
@DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun
minutes(value: Double): Duration = value.toDuration(DurationUnit.MINUTES)\n\n\n /** Returns a [Duration]
representing the specified [value] number of hours. *\n @SinceKotlin(\"1.5\")\n @ExperimentalTime\n
@Deprecated(\"Use 'Int.hours' extension property from Duration.Companion instead.\",
ReplaceWith(\"value.hours\", \"kotlin.time.Duration.Companion.hours\"))\n
@DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince = \"1.8\", hiddenSince = \"1.9\")\n public fun
hours(value: Int): Duration = value.toDuration(DurationUnit.HOURS)\n\n\n

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 /** Returns a [Duration] representing the specified [value] number of hours. */
 @SinceKotlin("1.5")
 @ExperimentalTime
 @Deprecated("Use 'Long.hours' extension property from Duration.Companion instead.", ReplaceWith("value.hours", "kotlin.time.Duration.Companion.hours"))
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")
 public fun hours(value: Long): Duration = value.toDuration(DurationUnit.HOURS)
 /** Returns a [Duration] representing the specified [value] number of hours.
 * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.
 */
 @SinceKotlin("1.5")
 @ExperimentalTime
 @Deprecated("Use 'Double.hours' extension property from Duration.Companion instead.", ReplaceWith("value.hours", "kotlin.time.Duration.Companion.hours"))
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")
 public fun hours(value: Double): Duration = value.toDuration(DurationUnit.HOURS)
 /** Returns a [Duration] representing the specified [value] number of days.
 * @SinceKotlin("1.5")
 * @ExperimentalTime
 * @Deprecated("Use 'Int.days' extension property from Duration.Companion instead.", ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))
 */
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")
 public fun days(value: Int): Duration = value.toDuration(DurationUnit.DAYS)
 /** Returns a [Duration] representing the specified [value] number of days.
 * @SinceKotlin("1.5")
 * @ExperimentalTime
 * @Deprecated("Use 'Long.days' extension property from Duration.Companion instead.", ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))
 */
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")
 public fun days(value: Long): Duration = value.toDuration(DurationUnit.DAYS)
 /** Returns a [Duration] representing the specified [value] number of days.
 * @throws IllegalArgumentException if the provided `Double` [value] is `NaN`.
 */
 @SinceKotlin("1.5")
 @ExperimentalTime
 @Deprecated("Use 'Double.days' extension property from Duration.Companion instead.", ReplaceWith("value.days", "kotlin.time.Duration.Companion.days"))
 @DeprecatedSinceKotlin(warningSince = "1.6", errorSince = "1.8", hiddenSince = "1.9")
 public fun days(value: Double): Duration = value.toDuration(DurationUnit.DAYS)
 /** Parses a string that represents a duration and returns the parsed [Duration] value.
 * The following formats are accepted:
 * - ISO-8601 Duration format, e.g. `P1DT2H3M4.058S`,
 * - The format of string returned by the default [Duration.toString] and `toString` in a specific unit,
 * e.g. `10s`, `1h 30m` or `-(1h 30m)`.
 * @throws IllegalArgumentException if the string doesn't represent a duration in any of the supported formats.
 */
 @sample samples.time.Durations.parse
 public fun parse(value: String): Duration = try {
 parseDuration(value, strictIso = false)
 } catch (e: IllegalArgumentException) {
 throw IllegalArgumentException("Invalid duration string format: '$value'.", e)
 }
 /** Parses a string that represents a duration in a restricted ISO-8601 composite representation
 * and returns the parsed [Duration] value.
 * Composite representation is a relaxed version of ISO-8601 duration format that supports
 * negative durations and negative values of individual components.
 * The following restrictions are imposed:
 * - The only allowed non-time designator is days (`D`). `Y` (years), `W` (weeks), and `M` (months) are not supported.
 * - Day is considered to be exactly 24 hours (24-hour clock time scale).
 * - Alternative week-based representation `[P][number][W]` is not supported.
 * @throws IllegalArgumentException if the string doesn't represent a duration in ISO-8601 format.
 */
 @sample samples.time.Durations.parseIsoString
 public fun parseIsoString(value: String): Duration = try {
 parseDuration(value, strictIso = true)
 } catch (e: IllegalArgumentException) {
 throw IllegalArgumentException("Invalid ISO duration string format: '$value'.", e)
 }
 /** Parses a string that represents a duration and returns the parsed [Duration] value.

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 * or `null` if the string doesn't represent a duration in any of the supported formats.\n
 * The following formats are accepted:\n
 * - Restricted ISO-8601 duration composite representation, e.g. `P1DT2H3M4.058S`, see [toIsoString] and [parseIsoString].\n
 * - The format of string returned by the default [Duration.toString] and `toString` in a specific unit,\n
 * e.g. `10s`, `1h 30m` or `-(1h 30m)`.\n
 *
 @sample samples.time.Durations.parse\n
 *^ public fun parseOrNull(value: String): Duration? = try {\n
 parseDuration(value, strictIso = false)\n
 } catch (e: IllegalArgumentException) {\n
 null\n
 }\n
 /**\n
 * Parses a string that represents a duration in restricted ISO-8601 composite representation\n
 * and returns the parsed [Duration] value or `null` if the string doesn't represent a duration in the format\n
 * acceptable by [parseIsoString].\n
 *\n
 * @sample samples.time.Durations.parseIsoString\n
 *^ public fun\n
 parseIsoStringOrNull(value: String): Duration? = try {\n
 parseDuration(value, strictIso = true)\n
 } catch\n
 (e: IllegalArgumentException) {\n
 null\n
 }\n
 }\n
 // arithmetic operators\n
 /** Returns the\n
 negative of this value. *\n
 public operator fun unaryMinus(): Duration = durationOf(-value,\n
 unitDiscriminator)\n
 /**\n
 * Returns a duration whose value is the sum of this and [other] duration values.\n
 *\n
 * @throws IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
 * e.g. when adding infinite durations of different sign.\n
 *\n
 public operator fun plus(other: Duration):\n
 Duration {\n
 when {\n
 this.isInfinite() -> {\n
 if (other.isFinite() || (this.rawValue xor\n
 other.rawValue >= 0))\n
 return this\n
 else\n
 throw IllegalArgumentException("Summing infinite durations of different signs yields an\n
 undefined result.")\n
 }\n
 other.isInfinite() -> return other\n
 }\n
 return when {\n
 this.unitDiscriminator == other.unitDiscriminator -> {\n
 val result = this.value + other.value // never\n
 overflows long, but can overflow long63\n
 when {\n
 isInNanos() ->\n
 durationOfNanosNormalized(result)\n
 else ->\n
 durationOfMillisNormalized(result)\n
 }\n
 }\n
 this.isInMillis() ->\n
 addValuesMixedRanges(this.value, other.value)\n
 else ->\n
 addValuesMixedRanges(other.value, this.value)\n
 }\n
 }\n
 private fun\n
 addValuesMixedRanges(thisMillis: Long, otherNanos: Long): Duration {\n
 val otherMillis =\n
 nanosToMillis(otherNanos)\n
 val\n
 resultMillis = thisMillis + otherMillis\n
 return if (resultMillis in -\n
 MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n
 val otherNanoRemainder = otherNanos -\n
 millisToNanos(otherMillis)\n
 durationOfNanos(millisToNanos(resultMillis) + otherNanoRemainder)\n
 }\n
 else {\n
 durationOfMillis(resultMillis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n
 }\n
 }\n
 /**\n
 * Returns a duration whose value is the difference between this and [other] duration values.\n
 *\n
 * @throws\n
 IllegalArgumentException if the operation results in an undefined value for the given arguments,\n
 * e.g. when\n
 subtracting infinite durations of the same sign.\n
 *\n
 public operator fun minus(other: Duration): Duration =\n
 this + (-other)\n
 /**\n
 * Returns a duration whose value is this duration value multiplied by the given [scale]\n
 number.\n
 *\n
 * @throws IllegalArgumentException if the operation results in an undefined value for the given\n
 arguments,\n
 * e.g. when multiplying an infinite duration by zero.\n
 *\n
 public operator fun times(scale:\n
 Int): Duration {\n
 if (isInfinite()) {\n
 return when {\n
 scale == 0 -> throw\n
 IllegalArgumentException("Multiplying infinite duration by zero yields an undefined result.")\n
 scale > 0\n
 -> this\n
 else -> -this\n
 }\n
 }\n
 if (scale == 0) return ZERO\n
 val value = value\n
 val result = value * scale\n
 return if (isInNanos()) {\n
 if (value in (MAX_NANOS /\n
 Int.MIN_VALUE)..(-MAX_NANOS / Int.MIN_VALUE)) {\n
 // can't overflow nanos range for any\n
 scale\n
 durationOfNanos(result)\n
 } else {\n
 if (result / scale == value) {\n
 durationOfNanosNormalized(result)\n
 } else {\n
 val millis = nanosToMillis(value)\n
 val remNanos = value - millisToNanos(millis)\n
 val resultMillis = millis * scale\n
 val totalMillis = resultMillis + nanosToMillis(remNanos *\n
 scale)\n
 if (resultMillis / scale == millis && totalMillis xor resultMillis >= 0) {\n
 durationOfMillis(totalMillis.coerceIn(-MAX_MILLIS..MAX_MILLIS))\n
 } else {\n
 if

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(value.sign * scale.sign > 0) INFINITE else NEG_INFINITE\n
}\n }\n }\n } else
{\n if (result / scale == value) {\n durationOfMillis(result.coerceIn(-
MAX_MILLIS..MAX_MILLIS))\n } else {\n if (value.sign * scale.sign > 0) INFINITE else
NEG_INFINITE\n }\n }\n }\n } /**\n * Returns a duration whose value is this duration value
multiplied by the given [scale] number.\n *\n * The operation may involve rounding when the result cannot be
represented exactly with a [Double]
number.\n *\n * @throws IllegalArgumentException if the operation results in an undefined value for the
given arguments,\n * e.g. when multiplying an infinite duration by zero.\n */\n public operator fun
times(scale: Double): Duration {\n val intScale = scale.roundToInt()\n if (intScale.toDouble() == scale) {\n
return times(intScale)\n }\n val unit = storageUnit\n val result = toDouble(unit) * scale\n
return result.toDuration(unit)\n }\n } /**\n * Returns a duration whose value is this duration value divided by
the given [scale] number.\n *\n * @throws IllegalArgumentException if the operation results in an undefined
value for the given arguments,\n * e.g. when dividing zero duration by zero.\n */\n public operator fun
div(scale: Int): Duration {\n if (scale == 0) {\n return when {\n isPositive() -> INFINITE\n
isNegative() -> NEG_INFINITE\n
else -> throw IllegalArgumentException("Dividing zero duration by zero yields an undefined result.")\n
}\n }\n if (isInNanos()) {\n return durationOfNanos(value / scale)\n } else {\n if
(isInfinite())\n return this * scale.sign\n val result = value / scale\n if (result in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n val rem = millisToNanos(value - (result *
scale)) / scale\n return durationOfNanos(millisToNanos(result) + rem)\n }\n return
durationOfMillis(result)\n }\n }\n } /**\n * Returns a duration whose value is this duration value divided
by the given [scale] number.\n *\n * @throws IllegalArgumentException if the operation results in an
undefined value for the given arguments,\n * e.g. when dividing an infinite duration by infinity or zero duration
by zero.\n */\n public
operator fun div(scale: Double): Duration {\n val intScale = scale.roundToInt()\n if (intScale.toDouble()
== scale && intScale != 0) {\n return div(intScale)\n }\n val unit = storageUnit\n val result =
toDouble(unit) / scale\n return result.toDuration(unit)\n }\n } /** Returns a number that is the ratio of this
and [other] duration values. *\n public operator fun div(other: Duration): Double {\n val coarserUnit =
maxOf(this.storageUnit, other.storageUnit)\n return this.toDouble(coarserUnit) / other.toDouble(coarserUnit)\n
}\n } /**\n * Returns a duration whose value is this duration value truncated to the specified duration [unit].\n
*/\n internal fun truncateTo(unit: DurationUnit): Duration {\n val storageUnit = storageUnit\n if (unit <=
storageUnit || this.isInfinite()) return this\n val scale = convertDurationUnit(1, unit, storageUnit)\n val result
= value -
value % scale\n return result.toDuration(storageUnit)\n }\n } /** Returns true, if the duration value is less
than zero. *\n public fun isNegative(): Boolean = rawValue < 0\n } /** Returns true, if the duration value is
greater than zero. *\n public fun isPositive(): Boolean = rawValue > 0\n } /** Returns true, if the duration value
is infinite. *\n public fun isInfinite(): Boolean = rawValue == INFINITE.rawValue || rawValue ==
NEG_INFINITE.rawValue\n } /** Returns true, if the duration value is finite. *\n public fun isFinite(): Boolean
= !isInfinite()\n } /** Returns the absolute value of this value. The returned value is always non-negative. *\n
public val absoluteValue: Duration get() = if (isNegative()) -this else this\n override fun compareTo(other:
Duration): Int {\n val compareBits = this.rawValue xor other.rawValue\n if (compareBits < 0 ||
compareBits.toInt() and 1 == 0) // different signs or same sign/same range\n
return this.rawValue.compareTo(other.rawValue)\n // same sign/different ranges\n val r =
this.unitDiscriminator - other.unitDiscriminator // compare ranges\n return if (isNegative()) -r else r\n }\n }\n
// splitting to components\n } /**\n * Splits this duration into days, hours, minutes, seconds, and nanoseconds
and executes the given [action] with these components.\n * The result of [action] is returned as the result of this
function.\n *\n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute
value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this duration, and its

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absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this duration, and its
absolute value is less than 60;\n * - `hours` represents the whole number of hours in this duration, and its absolute
value is less than 24;\n * - `days`
represents the whole number of days in this duration.\n *\n * Infinite durations are represented as either
[Long.MAX_VALUE] days, or [Long.MIN_VALUE] days (depending on the sign of infinity),\n * and zeroes in
the lower components.\n */\n public inline fun <T> toComponents(action: (days: Long, hours: Int, minutes: Int,
seconds: Int, nanoseconds: Int) -> T): T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE)
}\n return action(inWholeDays, hoursComponent, minutesComponent, secondsComponent,
nanosecondsComponent)\n }\n\n /**\n * Splits this duration into hours, minutes, seconds, and nanoseconds
and executes the given [action] with these components.\n * The result of [action] is returned as the result of this
function.\n *\n * - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute
value is less than 1_000_000_000;\n * - `seconds` represents the whole number of seconds in this
duration, and its absolute value is less than 60;\n * - `minutes` represents the whole number of minutes in this
duration, and its absolute value is less than 60;\n * - `hours` represents the whole number of hours in this
duration.\n *\n * Infinite durations are represented as either [Long.MAX_VALUE] hours, or
[Long.MIN_VALUE] hours (depending on the sign of infinity),\n * and zeroes in the lower components.\n */\n
public inline fun <T> toComponents(action: (hours: Long, minutes: Int, seconds: Int, nanoseconds: Int) -> T):
T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n return action(inWholeHours,
minutesComponent, secondsComponent, nanosecondsComponent)\n }\n\n /**\n * Splits this duration into
minutes, seconds, and nanoseconds and executes the given [action] with these components.\n * The result of
[action] is returned as the result of this function.\n *\n * - `nanoseconds` represents the whole
number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n * - `seconds`
represents the whole number of seconds in this duration, and its absolute value is less than 60;\n * - `minutes`
represents the whole number of minutes in this duration.\n *\n * Infinite durations are represented as either
[Long.MAX_VALUE] minutes, or [Long.MIN_VALUE] minutes (depending on the sign of infinity),\n * and
zeroes in the lower components.\n */\n public inline fun <T> toComponents(action: (minutes: Long, seconds:
Int, nanoseconds: Int) -> T): T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n
return action(inWholeMinutes, secondsComponent, nanosecondsComponent)\n }\n\n /**\n * Splits this
duration into seconds, and nanoseconds and executes the given [action] with these components.\n * The result of
[action] is returned as the result of this function.\n *\n * - `nanoseconds` represents
the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;\n * -
`seconds` represents the whole number of seconds in this duration.\n *\n * Infinite durations are represented as
either [Long.MAX_VALUE] seconds, or [Long.MIN_VALUE] seconds (depending on the sign of infinity),\n *
and zero nanoseconds.\n */\n public inline fun <T> toComponents(action: (seconds: Long, nanoseconds: Int) ->
T): T {\n contract { callsInPlace(action, InvocationKind.EXACTLY_ONCE) }\n return
action(inWholeSeconds, nanosecondsComponent)\n }\n\n @PublishedApi\n internal val hoursComponent:
Int\n get() = if (isInfinite()) 0 else (inWholeHours % 24).toInt()\n\n @PublishedApi\n internal val
minutesComponent: Int\n get() = if (isInfinite()) 0 else (inWholeMinutes % 60).toInt()\n\n @PublishedApi\n
internal val secondsComponent: Int\n get() = if (isInfinite()) 0 else (inWholeSeconds % 60).toInt()\n\n
@PublishedApi\n internal val nanosecondsComponent: Int\n get() = when {\n isInfinite() -> 0\n
isInMillis() -> millisToNanos(value % 1_000).toInt()\n else -> (value % 1_000_000_000).toInt()\n
}\n\n // conversion to units\n\n /**\n * Returns the value of this duration expressed as a [Double] number of
the specified [unit].\n *\n * The operation may involve rounding when the result cannot be represented exactly
with a [Double] number.\n *\n * An infinite duration value is converted either to
[Double.POSITIVE_INFINITY] or [Double.NEGATIVE_INFINITY] depending on its sign.\n */\n public fun
toDouble(unit: DurationUnit): Double {\n return when (rawValue) {\n INFINITE.rawValue ->
Double.POSITIVE_INFINITY\n NEG_INFINITE.rawValue -> Double.NEGATIVE_INFINITY\n
else -> {\n // TODO: whether it's ok to convert to Double before scaling\n

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 convertDurationUnit(value.toDouble(), storageUnit, unit)\n }\n }\n }\n /**\n * Returns the
value of this duration expressed as a [Long] number of the specified [unit].\n *\n * If the result doesn't fit in the
range of [Long] type, it is coerced into that range:\n * - [Long.MIN_VALUE] is returned if it's less than
`Long.MIN_VALUE`,\n * - [Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n *\n * An infinite duration value is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on
its sign.\n */\n public fun toLong(unit: DurationUnit): Long {\n return when (rawValue) {\n INFINITE.rawValue -> Long.MAX_VALUE\n NEG_INFINITE.rawValue -> Long.MIN_VALUE\n else -> convertDurationUnit(value, storageUnit, unit)\n }\n }\n /**\n * Returns the value of this
duration expressed as an [Int] number of the specified [unit].\n *\n * If the result
doesn't fit in the range of [Int] type, it is coerced into that range:\n * - [Int.MIN_VALUE] is returned if it's less
than `Int.MIN_VALUE`,\n * - [Int.MAX_VALUE] is returned if it's greater than `Int.MAX_VALUE`.\n *\n * An infinite duration value is converted either to [Int.MAX_VALUE] or [Int.MIN_VALUE] depending on its
sign.\n */\n public fun toInt(unit: DurationUnit): Int =\n toLong(unit).coerceIn(Int.MIN_VALUE.toLong(),
Int.MAX_VALUE.toLong()).toInt()\n /**\n * The value of this duration expressed as a [Double] number of days.\n */\n @ExperimentalTime\n @Deprecated("Use inWholeDays property instead or convert toDouble(DAYS) if a
double value is required.", ReplaceWith("toDouble(DurationUnit.DAYS)"))\n @DeprecatedSinceKotlin(warningSince = "1.5", errorSince = "1.8", hiddenSince = "1.9")\n public val inDays:
Double get() = toDouble(DurationUnit.DAYS)\n /**\n * The value of this duration expressed as a [Double] number
of hours. */\n @ExperimentalTime\n @Deprecated("Use inWholeHours property instead or convert toDouble(HOURS) if a
double value is required.", ReplaceWith("toDouble(DurationUnit.HOURS)"))\n @DeprecatedSinceKotlin(warningSince = "1.5", errorSince = "1.8", hiddenSince = "1.9")\n public val
inHours: Double get() = toDouble(DurationUnit.HOURS)\n /**\n * The value of this duration expressed as a
[Double] number of minutes. */\n @ExperimentalTime\n @Deprecated("Use inWholeMinutes property instead
or convert toDouble(MINUTES) if a double value is required.",
ReplaceWith("toDouble(DurationUnit.MINUTES)"))\n @DeprecatedSinceKotlin(warningSince = "1.5",
errorSince = "1.8", hiddenSince = "1.9")\n public val inMinutes: Double get() =
toDouble(DurationUnit.MINUTES)\n /**\n * The value of this duration expressed as a [Double] number of seconds.
*/\n @ExperimentalTime\n @Deprecated("Use inWholeSeconds property instead or convert
toDouble(SECONDS) if a double value
is required.", ReplaceWith("toDouble(DurationUnit.SECONDS)"))\n @DeprecatedSinceKotlin(warningSince =
"1.5", errorSince = "1.8", hiddenSince = "1.9")\n public val inSeconds: Double get() =
toDouble(DurationUnit.SECONDS)\n /**\n * The value of this duration expressed as a [Double] number of
milliseconds. */\n @ExperimentalTime\n @Deprecated("Use inWholeMilliseconds property instead or convert
toDouble(MILLISECONDS) if a double value is required.",
ReplaceWith("toDouble(DurationUnit.MILLISECONDS)"))\n @DeprecatedSinceKotlin(warningSince = "1.5",
errorSince = "1.8", hiddenSince = "1.9")\n public val inMilliseconds: Double get() =
toDouble(DurationUnit.MILLISECONDS)\n /**\n * The value of this duration expressed as a [Double] number of
microseconds. */\n @ExperimentalTime\n @Deprecated("Use inWholeMicroseconds property instead or
convert toDouble(MICROSECONDS) if a double value is required.",
ReplaceWith("toDouble(DurationUnit.MICROSECONDS)"))\n @DeprecatedSinceKotlin(warningSince = "1.5",
errorSince = "1.8", hiddenSince = "1.9")\n public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)\n /**\n * The value of this duration
expressed as a [Double] number of nanoseconds. */\n @ExperimentalTime\n @Deprecated("Use
inWholeNanoseconds property instead or convert toDouble(NANOSECONDS) if a double value is required.",
ReplaceWith("toDouble(DurationUnit.NANOSECONDS)"))\n @DeprecatedSinceKotlin(warningSince =
"1.5", errorSince = "1.8", hiddenSince = "1.9")\n public val inNanoseconds: Double get() =
toDouble(DurationUnit.NANOSECONDS)\n /**\n * The value of this duration expressed as a [Long]

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number of days.\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n */\n public val inWholeDays: Long\n get() =
toLong(DurationUnit.DAYS)\n\n /**\n * The value of this duration expressed
as a [Long] number of hours.\n * An infinite duration value is converted either to [Long.MAX_VALUE]
or [Long.MIN_VALUE] depending on its sign.\n */\n public val inWholeHours: Long\n get() =
toLong(DurationUnit.HOURS)\n\n /**\n * The value of this duration expressed as a [Long] number of
minutes.\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n */\n public val inWholeMinutes: Long\n get() =
toLong(DurationUnit.MINUTES)\n\n /**\n * The value of this duration expressed as a [Long] number of
seconds.\n * An infinite duration value is converted either to [Long.MAX_VALUE] or
[Long.MIN_VALUE] depending on its sign.\n */\n public val inWholeSeconds: Long\n get() =
toLong(DurationUnit.SECONDS)\n\n /**\n * The value of this duration expressed as a [Long] number of
milliseconds.\n * An infinite duration value is converted
either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n */\n public val
inWholeMilliseconds: Long\n get() {\n return if (isInMillis() && isFinite()) value else
toLong(DurationUnit.MILLISECONDS)\n }\n\n /**\n * The value of this duration expressed as a [Long]
number of microseconds.\n * If the result doesn't fit in the range of [Long] type, it is coerced into that
range:\n * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n * -
[Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n * An infinite duration value
is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n */\n public val
inWholeMicroseconds: Long\n get() = toLong(DurationUnit.MICROSECONDS)\n\n /**\n * The value of
this duration expressed as a [Long] number of nanoseconds.\n * If the result doesn't fit in the range of
[Long] type, it is coerced
into that range:\n * - [Long.MIN_VALUE] is returned if it's less than `Long.MIN_VALUE`,\n * -
[Long.MAX_VALUE] is returned if it's greater than `Long.MAX_VALUE`.\n * An infinite duration value
is converted either to [Long.MAX_VALUE] or [Long.MIN_VALUE] depending on its sign.\n */\n public val
inWholeNanoseconds: Long\n get() {\n val value = value\n return when {\n isInNanos()
-> value\n value > Long.MAX_VALUE / NANOS_IN_MILLIS -> Long.MAX_VALUE\n value
< Long.MIN_VALUE / NANOS_IN_MILLIS -> Long.MIN_VALUE\n else -> millisToNanos(value)\n }\n }\n\n // shortcuts\n\n /**\n * Returns the value of this duration expressed as a [Long] number of
nanoseconds.\n * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the
conversion [Double.toLong] for details.\n * The range of durations that can
be expressed as a `Long` number of nanoseconds is approximately \u00b1292 years.\n */\n @ExperimentalTime\n @Deprecated("Use inWholeNanoseconds property instead.")
ReplaceWith("this.inWholeNanoseconds")\n @DeprecatedSinceKotlin(warningSince = "1.5", errorSince =
"1.8", hiddenSince = "1.9")\n public fun toLongNanoseconds(): Long = inWholeNanoseconds\n\n /**\n *
Returns the value of this duration expressed as a [Long] number of milliseconds.\n * The value is coerced
to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.\n *
The range of durations that can be expressed as a `Long` number of milliseconds is approximately \u00b1292
million years.\n */\n @ExperimentalTime\n @Deprecated("Use inWholeMilliseconds property instead.")
ReplaceWith("this.inWholeMilliseconds")\n @DeprecatedSinceKotlin(warningSince = "1.5", errorSince =
"1.8", hiddenSince = "1.9")\n
public fun toLongMilliseconds(): Long = inWholeMilliseconds\n\n /**\n * Returns a string representation of
this duration value\n * expressed as a combination of numeric components, each in its own unit.\n * Each
component is a number followed by the unit abbreviated name: `d`, `h`, `m`, `s`:\n * `5h`, `1d 12h`, `1h 0m
30.340s`.\n * The last component, usually seconds, can be a number with a fractional part.\n * If the
duration is less than a second, it is represented as a single number\n * with one of sub-second units: `ms`
(milliseconds), `us` (microseconds), or `ns` (nanoseconds):\n * `140.884ms`, `500us`, `24ns`.\n * A

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 */n public fun toIsoString(): String = buildString {n if (isNegative()) append('-')n append("PT")n
 this@Duration.absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->n
 @Suppress("NAME_SHADOWING")n var hours = hoursn if (isInfinite()) {n // use large
 enough value instead of Long.MAX_VALUEn hours = 9_999_999_999_999n }n val
 hasHours = hours != 0Ln val hasSeconds = seconds != 0 || nanoseconds != 0n val hasMinutes =
 minutes != 0 || (hasSeconds && hasHours)n if (hasHours) {n append(hours).append('H')n
 }n if (hasMinutes) {n append(minutes).append('M')n }n if (hasSeconds ||
 (!hasHours && !hasMinutes)) {n appendFractional(seconds, nanoseconds, 9, 'S', isoZeroes = true)n
 }n
 }n }n}n}n// constructing from number of units\n// extension functions\n\n/** Returns a [Duration] equal to
 this [Int] number of the specified [unit].
 */n@SinceKotlin("1.6")n@WasExperimental(ExperimentalTime::class)npublic fun Int.toDuration(unit:
 DurationUnit): Duration {n return if (unit <= DurationUnit.SECONDS) {n
 durationOfNanos(convertDurationUnitOverflow(this.toLong(), unit, DurationUnit.NANOSECONDS))n } else{n
 toLong().toDuration(unit)n }n}n}n/** Returns a [Duration] equal to this [Long] number of the specified [unit].
 */n@SinceKotlin("1.6")n@WasExperimental(ExperimentalTime::class)npublic fun Long.toDuration(unit:
 DurationUnit): Duration {n val maxNsInUnit = convertDurationUnitOverflow(MAX_NANOS,
 DurationUnit.NANOSECONDS, unit)n if (this in -maxNsInUnit..maxNsInUnit) {n return
 durationOfNanos(convertDurationUnitOverflow(this, unit, DurationUnit.NANOSECONDS))n } else {n val
 millis = convertDurationUnit(this, unit,
 DurationUnit.MILLISECONDS)n return durationOfMillis(millis.coerceIn(-MAX_MILLIS,
 MAX_MILLIS))n }n}n}n}n}n/** Returns a [Duration] equal to this [Double] number of the specified [unit].n
 *n * Depending on its magnitude, the value is rounded to an integer number of nanoseconds or milliseconds.n *n
 * @throws IllegalArgumentException if this `Double` value is `NaN`.n
 */n@SinceKotlin("1.6")n@WasExperimental(ExperimentalTime::class)npublic fun Double.toDuration(unit:
 DurationUnit): Duration {n val valueInNs = convertDurationUnit(this, unit, DurationUnit.NANOSECONDS)n
 require(!valueInNs.isNaN()) { "Duration value cannot be NaN." }n val nanos = valueInNs.roundToLong()n
 return if (nanos in -MAX_NANOS..MAX_NANOS) {n durationOfNanos(nanos)n } else {n val millis =
 convertDurationUnit(this, unit, DurationUnit.MILLISECONDS).roundToLong()n
 durationOfMillisNormalized(millis)n }n}n}n}n// constructing from number of units\n//
 deprecated extension properties\n\n/** Returns a [Duration] equal to this [Int] number of nanoseconds.
 */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Int.nanoseconds' extension property from
 Duration.Companion instead.", ReplaceWith("this.nanoseconds",
 "kotlin.time.Duration.Companion.nanoseconds"))n@DeprecatedSinceKotlin(warningSince = "1.5", errorSince =
 "1.8", hiddenSince = "1.9")npublic val Int.nanoseconds get() =
 toDuration(DurationUnit.NANOSECONDS)n}n}n}n/** Returns a [Duration] equal to this [Long] number of
 nanoseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Long.nanoseconds' extension
 property from Duration.Companion instead.", ReplaceWith("this.nanoseconds",
 "kotlin.time.Duration.Companion.nanoseconds"))n@DeprecatedSinceKotlin(warningSince = "1.5", errorSince =
 "1.8", hiddenSince = "1.9")npublic val Long.nanoseconds get() =
 toDuration(DurationUnit.NANOSECONDS)n}n}n}n}n/** Returns a [Duration] equal to this [Double]
 number of nanoseconds.n *n * @throws IllegalArgumentException if this [Double] value is `NaN`.n
 */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Double.nanoseconds' extension property
 from Duration.Companion instead.", ReplaceWith("this.nanoseconds",
 "kotlin.time.Duration.Companion.nanoseconds"))n@DeprecatedSinceKotlin(warningSince = "1.5", errorSince =
 "1.8", hiddenSince = "1.9")npublic val Double.nanoseconds get() =
 toDuration(DurationUnit.NANOSECONDS)n}n}n}n}n/** Returns a [Duration] equal to this [Int] number of
 microseconds. */n@SinceKotlin("1.3")n@ExperimentalTime\n@Deprecated("Use 'Int.microseconds' extension

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property from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\",
\"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince
= \"1.8\", hiddenSince = \"1.9\")\npublic val Int.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n\n/** Returns a [Duration] equal to this
[Long] number of microseconds. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Long.microseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\",
\"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince
= \"1.8\", hiddenSince = \"1.9\")\npublic val Long.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of
microseconds.\n *\n * @throws IllegalArgumentException if this [Double] value is `NaN`.\n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.microseconds' extension property
from Duration.Companion instead.\", ReplaceWith(\"this.microseconds\",
\"kotlin.time.Duration.Companion.microseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince
= \"1.8\", hiddenSince = \"1.9\")\npublic val Double.microseconds get() =
toDuration(DurationUnit.MICROSECONDS)\n\n/** Returns a [Duration]
equal to this [Int] number of milliseconds. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Int.milliseconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\",
\"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Int.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)\n\n/** Returns a [Duration] equal to this [Long] number of
milliseconds. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.milliseconds' extension
property from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\",
\"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Long.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of
milliseconds.\n *\n * @throws
IllegalArgument\nException if this [Double] value is `NaN`.\n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.milliseconds' extension property
from Duration.Companion instead.\", ReplaceWith(\"this.milliseconds\",
\"kotlin.time.Duration.Companion.milliseconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Double.milliseconds get() =
toDuration(DurationUnit.MILLISECONDS)\n\n/** Returns a [Duration] equal to this [Int] number of seconds.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.seconds' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.seconds\",
\"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Int.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/** Returns
a [Duration] equal to this [Long] number of seconds.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Long.seconds' extension property from Duration.Companion instead.\", ReplaceWith(\"this.seconds\",
\"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Long.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/**\n * Returns a [Duration] equal to this [Double] number of seconds.\n *\n * @throws
IllegalArgument\nException if this
[Double] value is `NaN`.\n
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.seconds'
extension property from Duration.Companion instead.\", ReplaceWith(\"this.seconds\",
\"kotlin.time.Duration.Companion.seconds\"))\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Double.seconds get() = toDuration(DurationUnit.SECONDS)\n\n/**
Returns a [Duration] equal to this [Int] number of minutes.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.minutes'

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extension property from Duration.Companion instead.\", ReplaceWith(\"this.minutes\",
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Int.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/** Returns a
[Duration] equal to this [Long] number of minutes.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.minutes' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.minutes\",
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Long.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/**
Returns a [Duration] equal to this [Double] number of minutes.\n *\n * @throws IllegalArgumentException if this
[Double] value is `NaN`.\n *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.minutes'
extension property from Duration.Companion
instead.\", ReplaceWith(\"this.minutes\",
\"kotlin.time.Duration.Companion.minutes\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Double.minutes get() = toDuration(DurationUnit.MINUTES)\n\n/**
Returns a [Duration] equal to this [Int] number of hours.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.hours' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.hours\",
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince = \"1.8\",
hiddenSince = \"1.9\")\npublic val Int.hours get() = toDuration(DurationUnit.HOURS)\n\n/** Returns a [Duration]
equal to this [Long] number of hours. *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use
'Long.hours' extension property from Duration.Companion instead.\", ReplaceWith(\"this.hours\",
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince =
\"1.8\", hiddenSince = \"1.9\")\npublic val Long.hours get() = toDuration(DurationUnit.HOURS)\n\n/**
Returns a [Duration] equal to this [Double] number of hours.\n *\n * @throws IllegalArgumentException if this
[Double] value is `NaN`.\n *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.hours'
extension property from Duration.Companion instead.\", ReplaceWith(\"this.hours\",
\"kotlin.time.Duration.Companion.hours\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince = \"1.8\",
hiddenSince = \"1.9\")\npublic val Double.hours get() = toDuration(DurationUnit.HOURS)\n\n/** Returns a
[Duration] equal to this [Int] number of days.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Int.days' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.days\",
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince = \"1.8\",
hiddenSince = \"1.9\")\npublic val Int.days get() = toDuration(DurationUnit.DAYS)\n\n/**
Returns a [Duration] equal to this [Long] number of days.
*\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Long.days' extension property from
Duration.Companion instead.\", ReplaceWith(\"this.days\",
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince = \"1.8\",
hiddenSince = \"1.9\")\npublic val Long.days get() = toDuration(DurationUnit.DAYS)\n\n/**
Returns a
[Duration] equal to this [Double] number of days.\n *\n * @throws IllegalArgumentException if this [Double] value
is `NaN`.\n *\n@SinceKotlin(\"1.3\")\n@ExperimentalTime\n@Deprecated(\"Use 'Double.days' extension property
from Duration.Companion instead.\", ReplaceWith(\"this.days\",
\"kotlin.time.Duration.Companion.days\")\n@DeprecatedSinceKotlin(warningSince = \"1.5\", errorSince = \"1.8\",
hiddenSince = \"1.9\")\npublic val Double.days get() = toDuration(DurationUnit.DAYS)\n\n/** Returns a duration
whose value is the specified
[duration] value multiplied by this number.
*\n@SinceKotlin(\"1.6\")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic
inline operator fun Int.times(duration: Duration): Duration = duration * this\n\n/**
Returns a duration whose
value is the specified [duration] value multiplied by this number.\n *\n * The operation may involve rounding when

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the result cannot be represented exactly with a [Double] number.\n \* \n \* @throws IllegalArgumentException if the operation results in a `NaN` value.\n

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*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\n@kotlin.internal.InlineOnly\npublic inline operator fun Double.times(duration: Duration): Duration = duration * this\n\nprivate fun parseDuration(value: String, strictIso: Boolean): Duration {\n var length = value.length\n if (length == 0) throw IllegalArgumentException("The string is empty")\n var index = 0\n var result = Duration.ZERO\n val infinityString = "Infinity"\n\n when (value[index]) {\n '+', '-' -> index++\n }\n val hasSign = index > 0\n val isNegative = hasSign && value.startsWith('-')\n when {\n length <= index ->\n throw IllegalArgumentException("No components")\n value[index] == 'P' -> {\n if (++index == length) throw IllegalArgumentException()\n val nonDigitSymbols = "+-." \n var isTimeComponent = false\n var prevUnit: DurationUnit? = null\n while (index < length) {\n if (value[index] == 'T') {\n if (isTimeComponent || ++index == length) throw IllegalArgumentException()\n isTimeComponent = true\n }\n continue\n }\n val component = value.substringWhile(index) { it in '0'..'9' || it in nonDigitSymbols }\n if (component.isEmpty()) throw IllegalArgumentException()\n index += component.length\n val unitChar = value.getOrNull(index) { throw IllegalArgumentException("Missing unit for value $component") }\n index++\n val unit = durationUnitByIsoChar(unitChar, isTimeComponent)\n if (prevUnit != null && prevUnit <= unit) throw IllegalArgumentException("Unexpected order of duration components")\n prevUnit = unit\n val dotIndex = component.indexOf('.')\n if (unit == DurationUnit.SECONDS && dotIndex > 0) {\n val whole = component.substring(0, dotIndex)\n result += parseOverLongIsoComponent(whole).toDuration(unit)\n result += component.substring(dotIndex).toDouble().toDuration(unit)\n } else {\n result += parseOverLongIsoComponent(component).toDuration(unit)\n }\n strictIso ->\n throw IllegalArgumentException()\n value.regionMatches(index, infinityString, 0, length = maxOf(length - index, infinityString.length), ignoreCase = true) -> {\n result = Duration.INFINITE\n }\n else -> {\n // parse default string format\n var prevUnit: DurationUnit? = null\n var afterFirst = false\n var allowSpaces = !hasSign\n if (hasSign && value[index] == '(' && value.last() == ')') {\n allowSpaces = true\n if (++index == --length) throw IllegalArgumentException("No components")\n }\n while (index < length) {\n if (afterFirst && allowSpaces) {\n index = value.skipWhile(index) { it == ' ' }\n }\n afterFirst = true\n val component = value.substringWhile(index) { it in '0'..'9' || it == '.' }\n if (component.isEmpty()) throw IllegalArgumentException()\n index += component.length\n val unitName = value.substringWhile(index) { it in 'a'..'z' }\n index += unitName.length\n val unit = durationUnitByShortName(unitName)\n if (prevUnit != null && prevUnit <= unit) throw IllegalArgumentException("Unexpected order of duration components")\n prevUnit = unit\n val dotIndex = component.indexOf('.')\n if (dotIndex > 0) {\n val whole = component.substring(0, dotIndex)\n result += whole.toLong().toDuration(unit)\n result += component.substring(dotIndex).toDouble().toDuration(unit)\n }\n if (index < length) throw IllegalArgumentException("Fractional component must be last")\n result += component.toLong().toDuration(unit)\n }\n }\n return if (isNegative) -result else result\n }\n\nprivate fun parseOverLongIsoComponent(value: String): Long {\n val length = value.length\n var startIndex = 0\n if (length > 0 && value[0] in "+-") startIndex++\n if ((length - startIndex) > 16 && (startIndex..value.lastIndex).all { value[it] in '0'..'9' }) {\n // all chars are digits, but more than ceiling(log10(MAX_MILLIS / 1000)) of them\n return if (value[0] == '-') Long.MIN_VALUE else Long.MAX_VALUE\n }\n // TODO: replace with just toLong after min JDK becomes 8\n return if (value.startsWith("+")) value.drop(1).toLong() else value.toLong()\n}\n\nprivate inline fun
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String.substringWhile(startIndex: Int, predicate: (Char) -> Boolean): String =\n substring(startIndex,
skipWhile(startIndex, predicate))\n\nprivate inline fun String.skipWhile(startIndex: Int, predicate: (Char) ->
Boolean): Int {\n var i = startIndex\n while (i < length && predicate(this[i])) i++\n return i\n}\n\n\n\n\n\n//
The ranges are chosen so that they are:\n// - symmetric relative to zero: this greatly simplifies operations
with sign, e.g. unaryMinus and minus.\n// - non-overlapping, but adjacent: the first value that doesn't fit in nanos
range, can be exactly represented in millis.\n\ninternal const val NANOS_IN_MILLIS = 1_000_000\n// maximum
number duration can store in nanosecond range\n\ninternal const val MAX_NANOS = Long.MAX_VALUE / 2 /
NANOS_IN_MILLIS * NANOS_IN_MILLIS - 1 // ends in ..._999_999\n// maximum number duration can store in
millisecond range, also encodes an infinite value\n\ninternal const val MAX_MILLIS = Long.MAX_VALUE / 2\n//
MAX_NANOS expressed in milliseconds\n\nprivate const val MAX_NANOS_IN_MILLIS = MAX_NANOS /
NANOS_IN_MILLIS\n\nprivate fun nanosToMillis(nanos: Long): Long = nanos / NANOS_IN_MILLIS\n\nprivate
fun millisToNanos(millis: Long): Long = millis * NANOS_IN_MILLIS\n\nprivate fun
durationOfNanos(normalNanos: Long) = Duration(normalNanos shl 1)\n\nprivate fun durationOfMillis(normalMillis:
Long) = Duration((normalMillis shl 1) + 1)\n\nprivate fun durationOf(normalValue: Long,
unitDiscriminator: Int) = Duration((normalValue shl 1) + unitDiscriminator)\n\nprivate fun
durationOfNanosNormalized(nanos: Long) =\n if (nanos in -MAX_NANOS..MAX_NANOS) {\n
durationOfNanos(nanos)\n } else {\n durationOfMillis(nanosToMillis(nanos))\n }\n\nprivate fun
durationOfMillisNormalized(millis: Long) =\n if (millis in -
MAX_NANOS_IN_MILLIS..MAX_NANOS_IN_MILLIS) {\n durationOfNanos(millisToNanos(millis))\n }
else {\n durationOfMillis(millis.coerceIn(-MAX_MILLIS, MAX_MILLIS))\n }\n\n\ninternal expect val
durationAssertionsEnabled: Boolean\n\n\ninternal expect fun formatToExactDecimals(value: Double, decimals: Int):
String\n\n\ninternal expect fun formatUpToDecimals(value: Double, decimals: Int): String\n", "/*\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmName("UnsignedKt")\n\npackage
kotlin\n\n\n@PublishedApi\n\ninternal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor
Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)\n\n@PublishedApi\n\ninternal fun ulongCompare(v1: Long,
v2: Long): Int = (v1 xor Long.MIN_VALUE).compareTo(v2 xor Long.MIN_VALUE)\n\n\n@PublishedApi\n\ninternal
fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()\n\n@PublishedApi\n\ninternal
fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()\n\n// Division and remainder are
based on Guava's UnsignedLongs implementation\n\n// Copyright 2011 The Guava
Authors\n\n\n@PublishedApi\n\ninternal fun ulongDivide(v1: ULong, v2: ULong): ULong {\n val dividend =
v1.toLong()\n val divisor = v2.toLong()\n if (divisor < 0) { // i.e., divisor >= 2^63:\n return if (v1 < v2)
ULong(0) else ULong(1)\n }\n // Optimization - use signed division if both dividend and divisor < 2^63\n if
(dividend >= 0) {\n return ULong(dividend / divisor)\n }\n // Otherwise, approximate the quotient, check, and correct if necessary.\n val quotient = ((dividend ushr
1) / divisor) shl 1\n val rem = dividend - quotient * divisor\n return ULong(quotient + if (ULong(rem) >=
ULong(divisor)) 1 else 0)\n}\n\n\n@PublishedApi\n\ninternal fun ulongRemainder(v1: ULong, v2: ULong): ULong
{\n val dividend = v1.toLong()\n val divisor = v2.toLong()\n if (divisor < 0) { // i.e., divisor >= 2^63:\n
return if (v1 < v2) {\n v1 // dividend < divisor\n } else {\n v1 - v2 // dividend >= divisor\n }\n}\n\n
// Optimization - use signed modulus if both dividend and divisor < 2^63\n if (dividend >= 0) {\n
return ULong(dividend % divisor)\n }\n // Otherwise, approximate the quotient, check, and correct if
necessary.\n val quotient = ((dividend ushr 1) / divisor) shl 1\n val rem = dividend - quotient * divisor\n return
ULong(rem - if (ULong(rem) >= ULong(divisor))
divisor else 0)\n}\n\n\n@PublishedApi\n\ninternal fun doubleToUInt(v: Double): UInt = when {\n v.isNaN() -> 0u\n
v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE\n v >= UInt.MAX_VALUE.toDouble() ->
UInt.MAX_VALUE\n v <= Int.MAX_VALUE -> v.toInt().toUInt()\n else -> (v -
Int.MAX_VALUE).toInt().toUInt() + Int.MAX_VALUE.toUInt() // Int.MAX_VALUE < v <

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UInt.MAX_VALUE\n}\n\n@PublishedApi\ninternal fun doubleToULong(v: Double): ULong = when {\n
v.isNaN() -> 0u\n v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE\n v >=
ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE\n v < Long.MAX_VALUE ->
v.toLong().toULong()\n\n // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not
representable in Double, so don't handle them.\n else -> (v - 9223372036854775808.0).toLong().toULong() +
9223372036854775808uL // Long.MAX_VALUE + 1 < v <
ULong.MAX_VALUE\n}\n\n\n@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and
Int.MAX_VALUE).toDouble() + (v ushr
31 shl 30).toDouble() * 2\n\n@PublishedApi\ninternal fun ulongToDouble(v: Long): Double = (v ushr
11).toDouble() * 2048 + (v and 2047)\n\n\ninternal fun ulongToString(v: Long): String = ulongToString(v,
10)\n\n\ninternal fun ulongToString(v: Long, base: Int): String {\n if (v >= 0) return v.toString(base)\n\n var
quotient = ((v ushr 1) / base) shl 1\n var rem = v - quotient * base\n if (rem >= base) {\n rem -= base\n
quotient += 1\n }\n return quotient.toString(base) + rem.toString(base)\n}\n\n"/*\n * Copyright 2010-2016
JetBrains s.r.o.\n * Licensed under the Apache License, Version 2.0 (the "License");\n * you may not use this
file except in compliance with the License.\n * You may obtain a copy of the License at\n * \n *
http://www.apache.org/licenses/LICENSE-2.0\n * Unless required by applicable law or agreed to in writing,
software\n * distributed under the License is distributed on an "AS IS" BASIS,\n * WITHOUT WARRANTIES
OR CONDITIONS
OF ANY KIND, either express or implied.\n * See the License for the specific language governing permissions
and\n * limitations under the License.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding
type parameter is not used for unsafe operations such as casts or 'is' checks\n * That means it's completely safe to
use generic types as argument for such parameter.\n
*/\n\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal
annotation class PureReifiable\n\n/**\n * Specifies that the corresponding built-in method exists depending on
platform.\n * Current implementation for JVM looks whether method with same JVM descriptor exists in the
module JDK.\n * For example MutableMap.remove(K, V) available only if corresponding\n * method
'java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z' is defined in JDK (i.e. for major versions >= 8)\n
*/\n\n@Target(AnnotationTarget.FUNCTION)\n@Retention(AnnotationRetention.BINARY)\ninternal
annotation class PlatformDependent\n\n/**\n * When applied to a function or property, enables a compiler
optimization that evaluates that function or property\n * at compile-time and replaces calls to it with the computed
result.\n */\n\n@Target(AnnotationTarget.CONSTRUCTOR, AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.7")\ninternal
annotation class IntrinsicConstEvaluation\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\n/**\n * Given an [iterator] function constructs an [Iterable] instance that returns values through
the [Iterator]\n * provided by that function.\n * @sample samples.collections.Iterables.Building.iterable\n
*/\n\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {\n override fun
iterator(): Iterator<T> = iterator()\n}\n\n/**\n * A wrapper over another [Iterable] (or any other object that can
produce an [Iterator]) that returns\n * an indexing iterator.\n */\n\ninternal class IndexingIterable<out T>(private val
iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {\n override fun iterator():
Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())\n}\n\n\n/**\n * Returns the size of this iterable if
it is known, or `null` otherwise.\n */\n\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrNull(): Int? =
if (this is Collection<*>) this.size else null\n\n/**\n * Returns the size of this iterable if it is known, or the specified
[default] value otherwise.\n */\n\n@PublishedApi\ninternal fun <T> Iterable<T>.collectionSizeOrDefault(default:
Int): Int = if (this is Collection<*>) this.size else default\n\n\n/**\n

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* Returns a single list of all elements from all collections in the given collection.\n * @sample
samples.collections.Iterables.Operations.flattenIterable\n *^\npublic fun <T> Iterable<Iterable<T>>.flatten():
List<T> {\n val result = ArrayList<T>()\n for (element in this) {\n result.addAll(element)\n }\n return
result\n}\n\n/**\n * Returns a pair of lists, where\n * *first* list is built from the first values of each pair from this
collection.\n * *second* list is built from the second values of each pair from this collection.\n * @sample
samples.collections.Iterables.Operations.unzipIterable\n *^\npublic fun <T, R> Iterable<Pair<T, R>>.unzip():
Pair<List<T>, List<R>> {\n val expectedSize = collectionSizeOrDefault(10)\n val listT =
ArrayList<T>(expectedSize)\n val listR = ArrayList<R>(expectedSize)\n for (pair in this) {\n
listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR\n}\n\n"/\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\npackage
kotlin.sequences\n\nimport kotlin.random.Random\n\n/**\n * Given an [iterator] function constructs a [Sequence]
that returns values through the [Iterator]\n * provided by that function.\n * The values are evaluated lazily, and the
sequence is potentially infinite.\n * \n * @sample samples.collections.Sequences.Building.sequenceFromIterator\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Sequence(crossinline iterator: () -> Iterator<T>):
Sequence<T> = object : Sequence<T> {\n override fun iterator(): Iterator<T> = iterator()\n}\n\n/**\n * Creates a
sequence that returns all elements from this iterator. The sequence is constrained to be iterated only once.\n * \n *
@sample samples.collections.Sequences.Building.sequenceFromIterator\n
*\n\npublic fun <T> Iterator<T>.asSequence(): Sequence<T> = Sequence { this }.constrainOnce()\n\n/**\n *
Creates a sequence that returns the specified values.\n * \n * @sample
samples.collections.Sequences.Building.sequenceOfValues\n *^\npublic fun <T> sequenceOf(vararg elements: T):
Sequence<T> = if (elements.isEmpty()) emptySequence() else elements.asSequence()\n\n/**\n * Returns an empty
sequence.\n * \n\npublic fun <T> emptySequence(): Sequence<T> = EmptySequence\n\nprivate object
EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {\n override fun iterator():
Iterator<Nothing> = EmptyIterator\n override fun drop(n: Int) = EmptySequence\n override fun take(n: Int) =
EmptySequence\n}\n\n/**\n * Returns this sequence if it's not `null` and the empty sequence otherwise.\n * \n *
@sample samples.collections.Sequences.Usage.sequenceOrEmpty\n
*\n\n@SinceKotlin("1.3")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Sequence<T>?.orEmpty():
Sequence<T> = this ?: emptySequence()\n\n/**\n * Returns a sequence that iterates through the elements either of
this sequence\n * or, if this sequence turns out to be empty, of the sequence returned by [defaultValue] function.\n
*\n * @sample samples.collections.Sequences.Usage.sequenceIfEmpty\n *^\n\n@SinceKotlin("1.3")\n\npublic fun
<T> Sequence<T>.ifEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {\n val iterator =
this@ifEmpty.iterator()\n if (iterator.hasNext()) {\n yieldAll(iterator)\n } else {\n
yieldAll(defaultValue())\n }\n}\n\n/**\n * Returns a sequence of all elements from all sequences in this
sequence.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Sequences.Transformations.flattenSequenceOfSequences\n *^\npublic fun <T>
Sequence<Sequence<T>>.flatten(): Sequence<T> = flatten { it.iterator() }\n\n/**\n * Returns a sequence of all
elements from all iterables in this sequence.\n * \n * The
operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Sequences.Transformations.flattenSequenceOfLists\n
*\n\n@kotlin.jvm.JvmName("flattenSequenceOfIterable")\n\npublic fun <T> Sequence<Iterable<T>>.flatten():
Sequence<T> = flatten { it.iterator() }\n\nprivate fun <T, R> Sequence<T>.flatten(iterator: (T) -> Iterator<R>):
Sequence<R> {\n if (this is TransformingSequence<*, *>) {\n return (this as TransformingSequence<*,
T>).flatten(iterator)\n }\n return FlatteningSequence(this, { it }, iterator)\n}\n\n/**\n * Returns a pair of lists,
where\n * *first* list is built from the first values of each pair from this sequence.\n * *second* list is built from the
second values of each pair from this sequence.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Sequences.Transformations.unzip\n *^\npublic fun <T, R> Sequence<Pair<T, R>>.unzip():

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Pair<List<T>, List<R>> {\n val listT = ArrayList<T>()\n val listR = ArrayList<R>()\n for (pair in this) {\n listT.add(pair.first)\n listR.add(pair.second)\n }\n return listT to listR}\n\n/**\n * Returns a sequence that yields elements of this sequence randomly shuffled.\n * Note that every iteration of the sequence returns elements in a different order.\n * The operation is _intermediate_ and _stateful_.\n *\n * @SinceKotlin("1.4")\n */\npublic fun <T> Sequence<T>.shuffled(): Sequence<T> = shuffled(Random)\n\n/**\n * Returns a sequence that yields elements of this sequence randomly shuffled\n * using the specified [random] instance as the source of randomness.\n * Note that every iteration of the sequence returns elements in a different order.\n * The operation is _intermediate_ and _stateful_.\n *\n * @SinceKotlin("1.4")\n */\npublic fun <T> Sequence<T>.shuffled(random: Random): Sequence<T> = sequence<T> {\n val buffer = toMutableList()\n while (buffer.isNotEmpty()) {\n val j = random.nextInt(buffer.size)\n val last = buffer.removeLast()\n val value = if (j < buffer.size) buffer.set(j, last) else last\n yield(value)\n }\n}\n\n/**\n * A sequence that returns the values from the underlying [sequence] that either match or do not match\n * the specified [predicate].\n * @param sendWhen If `true`, values for which the predicate returns `true` are returned. Otherwise,\n * values for which the predicate returns `false` are returned.\n */\ninternal class FilteringSequence<T>(\n private val sequence: Sequence<T>,\n private val sendWhen: Boolean = true,\n private val predicate: (T) -> Boolean\n) : Sequence<T> {\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator = sequence.iterator()\n var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue\n var nextItem: T? = null\n private fun calcNext() {\n while (iterator.hasNext()) {\n val item = iterator.next()\n if (predicate(item) == sendWhen) {\n nextItem = item\n nextState = 1\n return\n }\n nextState = 0\n }\n override fun next(): T {\n if (nextState == -1)\n calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val result = nextItem\n nextItem = null\n nextState = -1\n @Suppress("UNCHECKED_CAST")\n return result as T\n }\n override fun hasNext(): Boolean {\n if (nextState == -1)\n calcNext()\n return nextState == 1\n }\n }\n }\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function to the values\n * in the underlying [sequence].\n */\ninternal class TransformingSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {\n override fun iterator(): Iterator<R> = object : Iterator<R> {\n val iterator = sequence.iterator()\n override fun next(): R {\n return transformer(iterator.next())\n }\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n}\n\ninternal fun <E> flatten(iterator: (R) -> Iterator<E>): Sequence<E> {\n return FlatteningSequence<T, R, E>(sequence, transformer, iterator)\n}\n\n/**\n * A sequence which returns the results of applying the given [transformer] function to the values\n * in the underlying [sequence], where the transformer function takes the index of the value in the underlying\n * sequence along with the value itself.\n */\ninternal class TransformingIndexedSequence<T, R>\nconstructor(private val sequence: Sequence<T>, private val transformer: (Int, T) -> R) : Sequence<R> {\n override fun iterator(): Iterator<R> = object : Iterator<R> {\n val iterator = sequence.iterator()\n var index = 0\n override fun next(): R {\n return transformer(checkIndexOverflow(index++), iterator.next())\n }\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n}\n\n/**\n * A sequence which combines values from the underlying [sequence] with their indices and returns them as\n * [IndexedValue] objects.\n */\ninternal class IndexingSequence<T>\nconstructor(private val sequence: Sequence<T>) : Sequence<IndexedValue<T>> {\n override fun iterator(): Iterator<IndexedValue<T>> = object : Iterator<IndexedValue<T>> {\n val iterator = sequence.iterator()\n var index = 0\n override fun next(): IndexedValue<T> {\n return IndexedValue(checkIndexOverflow(index++), iterator.next())\n }\n override fun hasNext(): Boolean {\n return iterator.hasNext()\n }\n }\n}\n\n/**\n * A sequence which takes the values from two parallel underlying sequences, passes them to the given\n * [transform] function and returns the values returned by that function. The sequence stops returning\n * values as soon as one of the underlying sequences stops returning values.\n */\ninternal

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class MergingSequence<T1, T2, V>\nconstructor(\n private val sequence1: Sequence<T1>,\n private val\n sequence2: Sequence<T2>,\n private val transform: (T1, T2) -> V\n) : Sequence<V> {\n override fun iterator():\n Iterator<V> = object : Iterator<V> {\n val iterator1 = sequence1.iterator()\n val iterator2 =\n sequence2.iterator()\n override fun next(): V {\n return transform(iterator1.next(), iterator2.next())\n }\n }\n override fun hasNext(): Boolean {\n return iterator1.hasNext() && iterator2.hasNext()\n }\n}\n\ninternal class FlatteningSequence<T, R, E>\nconstructor(\n private val sequence: Sequence<T>,\n private val transformer: (T) -> R,\n private val iterator: (R) ->\n Iterator<E>\n) : Sequence<E> {\n override fun iterator(): Iterator<E> = object : Iterator<E> {\n val iterator =\n sequence.iterator()\n var itemIterator: Iterator<E>? = null\n override fun next(): E {\n if\n (!ensureItemIterator())\n throw NoSuchElementException()\n return itemIterator!!.next()\n }\n override fun hasNext(): Boolean {\n return ensureItemIterator()\n }\n private fun\n ensureItemIterator(): Boolean {\n if (itemIterator?.hasNext() == false)\n itemIterator = null\n while (itemIterator == null) {\n if (!iterator.hasNext())\n return false\n } else {\n val element = iterator.next()\n val nextItemIterator = iterator(transformer(element))\n if (nextItemIterator.hasNext())\n itemIterator = nextItemIterator\n return true\n }\n }\n }\n}\n\ninternal fun\n<T, C, R> flatMapIndexed(source: Sequence<T>, transform: (Int, T) -> C, iterator: (C) -> Iterator<R>):\nSequence<R> =\nsequence {\n var index = 0\n for (element in source) {\n val result =\n transform(checkIndexOverflow(index++), element)\n yieldAll(iterator(result))\n }\n}\n\n/**\n * A\n sequence that supports drop(n) and take(n) operations\n */\ninternal interface DropTakeSequence<T> :\nSequence<T> {\n fun drop(n: Int): Sequence<T>\n fun take(n: Int): Sequence<T>\n}\n\n/**\n * A sequence that\n skips [startIndex] values from the underlying [sequence]\n * and stops returning values right before [endIndex], i.e.\n stops at `endIndex - 1`\n */\ninternal class SubSequence<T>(\n private val sequence: Sequence<T>,\n private\n val startIndex: Int,\n private val endIndex: Int\n) : Sequence<T>,\nDropTakeSequence<T> {\n init {\n require(startIndex >= 0) { \"startIndex should be non-negative, but is\n $startIndex\" }\n require(endIndex >= 0) { \"endIndex should be non-negative, but is $endIndex\" }\n require(endIndex >= startIndex) { \"endIndex should be not less than startIndex, but was $endIndex < $startIndex\" }\n }\n private val count: Int get() = endIndex - startIndex\n override fun drop(n: Int): Sequence<T> = if\n (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex)\n override fun take(n: Int):\n Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex, startIndex + n)\n override fun\n iterator() = object : Iterator<T> {\n val iterator = sequence.iterator()\n var position = 0\n //\n Shouldn't be called from constructor to avoid premature iteration\n private fun drop() {\n while (position\n < startIndex && iterator.hasNext()) {\n iterator.next()\n position++\n }\n }\n override fun hasNext(): Boolean {\n drop()\n return\n (position < endIndex) && iterator.hasNext()\n }\n override fun next(): T {\n drop()\n if\n (position >= endIndex)\n throw NoSuchElementException()\n position++\n return\n iterator.next()\n }\n }\n}\n\n/**\n * A sequence that returns at most [count] values from the underlying\n [sequence], and stops returning values\n * as soon as that count is reached.\n */\ninternal class TakeSequence<T>(\n private val sequence: Sequence<T>,\n private val count: Int\n) : Sequence<T>, DropTakeSequence<T> {\n init {\n require(count >= 0) { \"count must be non-negative, but was $count.\" }\n }\n override fun drop(n:\n Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, n, count)\n override fun\n take(n: Int): Sequence<T> = if (n\n >= count) this else TakeSequence(sequence, n)\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n var left = count\n val iterator = sequence.iterator()\n override fun next(): T {\n if (left == 0)\n throw NoSuchElementException()\n left--\n return iterator.next()\n }\n override fun\n hasNext(): Boolean {\n return left > 0 && iterator.hasNext()\n }\n }\n}\n\n/**\n * A sequence that\n returns values from the underlying [sequence] while the [predicate] function returns\n * `true`, and stops returning\n values once the function returns `false` for the next element.\n */\ninternal class

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TakeWhileSequence<T>\nconstructor(\n private val sequence: Sequence<T>,\n private val predicate: (T) ->
Boolean)\n) : Sequence<T> {\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator =
sequence.iterator()\n var nextState: Int = -1 // -1 for
unknown, 0 for done, 1 for continue\n var nextItem: T? = null\n private fun calcNext() {\n if
(iterator.hasNext()) {\n val item = iterator.next()\n if (predicate(item)) {\n nextState =
1\n nextItem = item\n return\n }\n }\n nextState = 0\n }\n\n override fun next(): T {\n if (nextState == -1)\n calcNext() // will change nextState\n if
(nextState == 0)\n throw NoSuchElementException()\n @Suppress("UNCHECKED_CAST")\n\n val result = nextItem as T\n // Clean next to avoid keeping reference on yielded instance\n
nextItem = null\n nextState = -1\n return result\n }\n\n override fun hasNext(): Boolean {\n
if (nextState == -1)\n calcNext() // will change nextState\n\n return nextState == 1\n }\n }\n}\n\n**\n * A sequence that skips the specified number of values from the
underlying [sequence] and returns\n * all values after that.\n */\n\ninternal class DropSequence<T>(\n private val
sequence: Sequence<T>,\n private val count: Int)\n) : Sequence<T>, DropTakeSequence<T> {\n init {\n
require(count >= 0) { "\"count must be non-negative, but was $count.\" }\n }\n\n override fun drop(n: Int):
Sequence<T> = (count + n).let { n1 -> if (n1 < 0) DropSequence(this, n) else DropSequence(sequence, n1) }\n\n
override fun take(n: Int): Sequence<T> = (count + n).let { n1 -> if (n1 < 0) TakeSequence(this, n) else
SubSequence(sequence, count, n1) }\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val
iterator = sequence.iterator()\n var left = count\n // Shouldn't be called from constructor to avoid
premature iteration\n private fun drop() {\n while (left > 0 && iterator.hasNext())\n {\n
iterator.next()\n left--\n }\n }\n\n override fun next(): T {\n drop()\n\n return iterator.next()\n }\n\n override fun hasNext(): Boolean {\n drop()\n\n return
iterator.hasNext()\n }\n }\n}\n\n**\n * A sequence that skips the values from the underlying [sequence] while
the given [predicate] returns `true` and returns\n * all values after that.\n */\n\ninternal class
DropWhileSequence<T>\nconstructor(\n private val sequence: Sequence<T>,\n private val predicate: (T) ->
Boolean)\n) : Sequence<T> {\n\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n val iterator =
sequence.iterator()\n var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration\n
var nextItem: T? = null\n private fun drop() {\n while (iterator.hasNext()) {\n val item =
iterator.next()\n\n if (!predicate(item)) {\n nextItem = item\n dropState = 1\n return\n }\n }\n\n dropState = 0\n }\n\n override fun next(): T {\n if (dropState == -1)\n
drop()\n\n if (dropState == 1) {\n @Suppress("UNCHECKED_CAST")\n val result =
nextItem as T\n nextItem = null\n dropState = 0\n return result\n }\n\n return
iterator.next()\n }\n\n override fun hasNext(): Boolean {\n if (dropState == -1)\n drop()\n\n return dropState == 1 || iterator.hasNext()\n }\n }\n}\n\n\ninternal class DistinctSequence<T, K>(\nprivate val
source: Sequence<T>, private val keySelector: (T) -> K) : Sequence<T> {\n override fun iterator(): Iterator<T> =
DistinctIterator(source.iterator(), keySelector)\n}\n\n\nprivate
class DistinctIterator<T, K>(\nprivate val source: Iterator<T>, private val keySelector: (T) -> K) :
AbstractIterator<T>() {\n private val observed = HashSet<K>()\n override fun computeNext() {\n while
(source.hasNext()) {\n val next = source.next()\n val key = keySelector(next)\n\n if
(observed.add(key)) {\n setNext(next)\n return\n }\n }\n\n done()\n }\n}\n\n\nprivate class GeneratorSequence<T : Any>(\nprivate val getInitialValue: () -> T?, private val getNextValue:
(T) -> T?) : Sequence<T> {\n override fun iterator(): Iterator<T> = object : Iterator<T> {\n var nextItem: T?
= null\n var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue\n\n private fun calcNext() {\n nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)\n
nextState = if (nextItem == null) 0 else 1\n\n }\n\n override fun next(): T {\n if (nextState < 0)\n calcNext()\n\n if (nextState ==
0)\n throw NoSuchElementException()\n\n val result = nextItem as T\n // Do not clean

```





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@sample samples.collections.Collections.Elements.elementAt\n *^\\npublic actual fun
DoubleArray.elementAt(index: Int): Double {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size}") }\n}\n\n/**\n * Returns an element at the given
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAt\n *^\\npublic actual fun BooleanArray.elementAt(index: Int):
Boolean {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size}") }\n}\n\n/**\n * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
out of bounds of this array.\n
* \n * @sample samples.collections.Collections.Elements.elementAt\n *^\\npublic actual fun
CharArray.elementAt(index: Int): Char {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }\n}\n\n/**\n * Returns a [List] that wraps the original
array.\n *^\\npublic actual fun <T> Array<out T>.asList(): List<T> {\n return
ArrayList<T>(this.unsafeCast<Array<Any?>>())\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun ByteArray.asList(): List<Byte> {\n return
this.unsafeCast<Array<Byte>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun ShortArray.asList(): List<Short> {\n return
this.unsafeCast<Array<Short>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun IntArray.asList(): List<Int> {\n return
this.unsafeCast<Array<Int>>().asList()\n}\n\n/**\n
* Returns a [List] that wraps the original array.\n *^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun
LongArray.asList(): List<Long> {\n return this.unsafeCast<Array<Long>>().asList()\n}\n\n/**\n * Returns a
[List] that wraps the original array.\n *^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun FloatArray.asList():
List<Float> {\n return this.unsafeCast<Array<Float>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the
original array.\n *^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun DoubleArray.asList(): List<Double> {\n
return this.unsafeCast<Array<Double>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*^\\n@kotlin.internal.InlineOnly\\npublic actual inline fun BooleanArray.asList(): List<Boolean> {\n return
this.unsafeCast<Array<Boolean>>().asList()\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*^\\npublic actual fun CharArray.asList(): List<Char> {\n
 return object : AbstractList<Char>(), RandomAccess {\n override val size: Int get() = this@asList.size\n
 override fun isEmpty(): Boolean = this@asList.isEmpty()\n override fun contains(element: Char): Boolean =
this@asList.contains(element)\n override fun get(index: Int): Char {\n
 AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n override fun
indexOf(element: Char): Int {\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is Char)
return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element: Char): Int
{\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is Char) return -1\n return
this@asList.lastIndexOf(element)\n }\n }\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply*
equal to one another,\n * i.e. contain the same number of the same elements in
the same order.\n * \n * If two corresponding elements are nested arrays, they are also compared deeply.\n * If any
of arrays contains itself on any nesting level the behavior is undefined.\n * \n * The elements of other types are
compared for equality with the [equals][Any.equals] function.\n * For floating point numbers it means that `NaN` is
equal to itself and `-0.0` is not equal to `0.0`.\n
*^\\n@SinceKotlin("1.1")\\n@kotlin.internal.LowPriorityInOverloadResolution\\npublic actual infix fun <T>
Array<out T>.contentDeepEquals(other: Array<out T>): Boolean {\n return
this.contentDeepEquals(other)\n}\n\n/**\n * Returns `true` if the two specified arrays are *deeply* equal to one
another,\n * i.e. contain the same number of the same elements in the same order.\n * \n * The specified arrays are
also considered deeply equal if both are `null`.\n * \n * If two corresponding elements are nested arrays, they are
also compared deeply.\n * If any of arrays contains itself on any nesting level

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the behavior is undefined.

`* \n * The elements of other types are compared for equality with the [equals][Any.equals] function.`

`* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayDeepEquals") \n public actual infix fun <T> Array<out T>?.contentDeepEquals(other: Array<out T>?): Boolean { \n definedExternally \n } \n \n /** \n * Returns a hash code based on the contents of this array as if it is [List]. \n * Nested arrays are treated as lists too. \n * \n * If any of arrays contains itself on any nesting level the behavior is undefined. \n`

`* \n @SinceKotlin("1.1") \n @kotlin.internal.LowPriorityInOverloadResolution \n public actual fun <T> Array<out T>.contentDeepHashCode(): Int { \n return this.contentDeepHashCode() \n } \n \n /** \n * Returns a hash code based on the contents of this array as if it is [List]. \n * Nested arrays are treated as lists too. \n * \n * If any of arrays contains itself on any nesting level the behavior is undefined. \n`

`* \n @SinceKotlin("1.4") \n @library("arrayDeepHashCode") \n public actual fun <T> Array<out T>?.contentDeepHashCode(): Int { \n definedExternally \n } \n \n /** \n * Returns a string representation of the contents of this array as if it is a [List]. \n * Nested arrays are treated as lists too. \n * \n * If any of arrays contains itself on any nesting level that reference \n * is rendered as `[...]` to prevent recursion. \n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString \n`

`* \n @SinceKotlin("1.1") \n @kotlin.internal.LowPriorityInOverloadResolution \n public actual fun <T> Array<out T>.contentDeepToString(): String { \n return this.contentDeepToString() \n } \n \n /** \n * Returns a string representation of the contents of this array as if it is a [List]. \n * Nested arrays are treated as lists too. \n * \n * If any of arrays contains itself on any nesting level that reference \n * is rendered as `[...]` to prevent recursion. \n * \n * @sample samples.collections.Arrays.ContentOperations.contentDeepToString \n`

`* \n @SinceKotlin("1.4") \n @library("arrayDeepToString") \n public actual fun <T> Array<out T>?.contentDeepToString(): String { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * \n * The elements are compared for equality with the [equals][Any.equals] function. \n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayEquals") \n public actual infix fun <T> Array<out T>?.contentEquals(other: Array<out T>?): Boolean { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * \n * The elements are compared for equality with the [equals][Any.equals] function. \n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayEquals") \n public actual infix fun ByteArray?.contentEquals(other: ByteArray?): Boolean { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * \n * The elements are compared for equality with the [equals][Any.equals] function. \n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayEquals") \n public actual infix fun ShortArray?.contentEquals(other: ShortArray?): Boolean { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * \n * The elements are compared for equality with the [equals][Any.equals] function. \n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayEquals") \n public actual infix fun IntArray?.contentEquals(other: IntArray?): Boolean { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are *structurally* equal to one another, \n * i.e. contain the same number of the same elements in the same order. \n * \n * The elements are compared for equality with the [equals][Any.equals] function. \n * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.`

`* \n @SinceKotlin("1.4") \n @library("arrayEquals") \n public actual infix fun LongArray?.contentEquals(other: LongArray?): Boolean { \n definedExternally \n } \n \n /** \n * Returns `true` if the two specified arrays are`

\*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n \* \n @SinceKotlin("1.4")\n @library("arrayEquals")\n public actual infix fun FloatArray?.contentEquals(other: FloatArray?): Boolean {\n definedExternally\n }\n /\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n \* \n @SinceKotlin("1.4")\n @library("arrayEquals")\n public actual infix fun DoubleArray?.contentEquals(other: DoubleArray?): Boolean {\n definedExternally\n }\n /\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n \* \n @SinceKotlin("1.4")\n @library("arrayEquals")\n public actual infix fun BooleanArray?.contentEquals(other: BooleanArray?): Boolean {\n definedExternally\n }\n /\*\*\n \* Returns `true` if the two specified arrays are \*structurally\* equal to one another,\n \* i.e. contain the same number of the same elements in the same order.\n \* \n \* The elements are compared for equality with the [equals][Any.equals] function.\n \* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n \* \n @SinceKotlin("1.4")\n @library("arrayEquals")\n public actual infix fun CharArray?.contentEquals(other: CharArray?): Boolean {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun <T> Array<out T>?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun ByteArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun ShortArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun IntArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun LongArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun FloatArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun DoubleArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun BooleanArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a hash code based on the contents of this array as if it is [List].\n \* \n @SinceKotlin("1.4")\n @library("arrayHashCode")\n public actual fun CharArray?.contentHashCode(): Int {\n definedExternally\n }\n /\*\*\n \* Returns a string representation of the contents of the specified array as if it is [List].\n \* \n \* @sample samples.collections.Arrays.ContentOperations.contentToString\n \* \n @SinceKotlin("1.4")\n @library("arrayToString")\n public actual fun <T> Array<out T>?.contentToString(): String {\n definedExternally\n }\n /\*\*\n \* Returns a string representation of the contents of the specified array as if it is [List].\n \* \n \* @sample samples.collections.Arrays.ContentOperations.contentToString\n \* \n @SinceKotlin("1.4")\n @library("arrayToString")\n public actual fun ByteArray?.contentToString(): String {\n definedExternally\n }\n /\*\*\n \* Returns a string representation of the contents of the specified array as if it is [List].\n \* \n \* @sample samples.collections.Arrays.ContentOperations.contentToString\n \* \n @SinceKotlin("1.4")\n @library("arrayToString")\n public actual fun ShortArray?.contentToString(): String {\n definedExternally\n }\n /\*\*\n \* Returns a string representation





@param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {\n arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n
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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {\n arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n
```

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*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {\n arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its\n * subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return the [destination] array.\n
```

```

*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0,
endIndex: Int = size): FloatArray {\n arrayCopy(this.unsafeCast<Array<Float>>(),
destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n * It's allowed to pass the
same array in the [destination] and even specify the subrange so that it overlaps with the destination range.\n * \n *
@param destination the array to copy to.\n * @param destinationOffset the position in the [destination] array to
copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n *
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException
or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when
`startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the
[destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination]
array indices range.\n * \n * @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int
= 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {\n arrayCopy(this.unsafeCast<Array<Double>>(),
destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)\n return
destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n * \n *
It's allowed to pass the same array in the [destination] and even specify
the subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n *
@param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the
beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n *
\n * @return the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyInto(destination:
BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {\n arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset,
startIndex, endIndex)\n return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination]
array and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the
subrange so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n *
@param destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the
beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex
> endIndex`.\n
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the
specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * \n * @return
the [destination] array.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0,
startIndex: Int = 0, endIndex: Int = size): CharArray {\n arrayCopy(this.unsafeCast<Array<Char>>(),
destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)\n return destination\n}\n\n/**\n

```

\* Returns new array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"ACTUAL\_WITHOUT\_EXPECT\",  
\"NOTHING\_TO\_INLINE\")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {\n return  
this.asDynamic().slice()\n}\n\n/\*\*\n

\* Returns new array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"NOTHING\_TO\_INLINE\")\npublic  
actual inline fun ByteArray.copyOfOf(): ByteArray {\n return this.asDynamic().slice()\n}\n\n/\*\*\n \* Returns new  
array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"NOTHING\_TO\_INLINE\")\npublic  
actual inline fun ShortArray.copyOfOf(): ShortArray {\n return this.asDynamic().slice()\n}\n\n/\*\*\n \* Returns new  
array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"NOTHING\_TO\_INLINE\")\npublic  
actual inline fun IntArray.copyOfOf(): IntArray {\n return this.asDynamic().slice()\n}\n\n/\*\*\n \* Returns new array  
which is a copy of the original array.\n \* \n \* @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\npublic actual fun LongArray.copyOfOf(): LongArray  
{\n return withType(\"LongArray\", this.asDynamic().slice())\n}\n\n/\*\*\n \* Returns new array which is a copy of  
the original array.\n \* \n \* @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"NOTHING\_TO\_INLINE\")\npublic actual inline fun FloatArray.copyOfOf(): FloatArray {\n return  
this.asDynamic().slice()\n}\n\n/\*\*\n \* Returns new array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\n@Suppress(\"NOTHING\_TO\_INLINE\")\npublic  
actual inline fun DoubleArray.copyOfOf(): DoubleArray {\n return this.asDynamic().slice()\n}\n\n/\*\*\n \* Returns  
new array which is a copy of the original array.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\npublic actual fun BooleanArray.copyOfOf():  
BooleanArray {\n return withType(\"BooleanArray\", this.asDynamic().slice())\n}\n\n/\*\*\n \* Returns new array  
which is a copy of the original array.\n \* \n \* @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n \*^\npublic actual fun CharArray.copyOfOf(): CharArray {\n return withType(\"CharArray\",  
this.asDynamic().slice())\n}\n\n/\*\*\n \* Returns new array which is a copy of the original array, resized to the given  
[newSize].\n \* \n \* The copy is either truncated or padded at the end with zero values if necessary.\n \* \n \* - If [newSize]  
is less than the size of the original array, the copy array is truncated to the [newSize].\n \* \n \* - If [newSize] is greater  
than the size of the original array, the extra elements in the copy array are filled with zero values.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*^\npublic actual fun  
ByteArray.copyOfOf(newSize: Int): ByteArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\"  
}\n return fillFrom(this, ByteArray(newSize))\n}\n\n/\*\*\n \* Returns new array which is a copy of the original  
array, resized to the given [newSize].\n \* \n \* The copy is either truncated or padded at the end  
with zero values if necessary.\n \* \n \* - If [newSize] is less than the size of the original array, the copy array is  
truncated to the [newSize].\n \* \n \* - If [newSize] is greater than the size of the original array, the extra elements in the  
copy array are filled with zero values.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*^\npublic actual fun  
ShortArray.copyOfOf(newSize: Int): ShortArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\"  
}\n return fillFrom(this, ShortArray(newSize))\n}\n\n/\*\*\n \* Returns new array which is a copy of the original  
array, resized to the given [newSize].\n \* \n \* The copy is either truncated or padded at the end with zero values if  
necessary.\n \* \n \* - If [newSize] is less than the size of the original array, the copy array is truncated to the  
[newSize].\n \* \n \* - If [newSize] is greater than the size of the original array, the extra elements in the copy array are  
filled with zero values.\n \* \n \* @sample  
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n \*^\npublic actual fun  
IntArray.copyOfOf(newSize: Int): IntArray {\n require(newSize >= 0) { \"Invalid new array size: \$newSize.\" }\n  
return fillFrom(this, IntArray(newSize))\n}\n\n/\*\*\n \* Returns new array which is a copy of the original array,  
resized to the given [newSize].\n \* \n \* The copy is either truncated or padded at the end with zero values if necessary.\n

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* \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual
fun LongArray.copyOf(newSize: Int): LongArray {\n require(newSize >= 0) { "Invalid new array size:
$newSize." }\n return withType("LongArray", arrayCopyResize(this, newSize, 0L))\n}\n\n/**\n * Returns
new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either truncated or
padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the
copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra
elements in the copy array are filled with zero values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
FloatArray.copyOf(newSize: Int): FloatArray {\n require(newSize >= 0) { "Invalid new array size: $newSize."
}\n return fillFrom(this, FloatArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original
array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if
necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the
[newSize].\n * - If
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
values.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual
fun DoubleArray.copyOf(newSize: Int): DoubleArray {\n require(newSize >= 0) { "Invalid new array size:
$newSize." }\n return fillFrom(this, DoubleArray(newSize))\n}\n\n/**\n * Returns new array which is a copy of
the original array, resized to the given [newSize].\n * The copy is either truncated or padded at the end with `false`
values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to
the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy array
are filled with `false` values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
BooleanArray.copyOf(newSize: Int): BooleanArray {\n
 require(newSize >= 0) { "Invalid new array size: $newSize." }\n return withType("BooleanArray",
arrayCopyResize(this, newSize, false))\n}\n\n/**\n * Returns new array which is a copy of the original array,
resized to the given [newSize].\n * The copy is either truncated or padded at the end with null char (`\u0000`)
values if necessary.\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated
to the [newSize].\n * - If [newSize] is greater than the size of the original array, the extra elements in the copy
array are filled with null char (`\u0000`) values.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf\n *\npublic actual fun
CharArray.copyOf(newSize: Int): CharArray {\n require(newSize >= 0) { "Invalid new array size: $newSize."
}\n return withType("CharArray", fillFrom(this, CharArray(newSize)))\n}\n\n/**\n * Returns new array which is
a copy of the original array, resized to the given
[newSize].\n * The copy is either truncated or padded at the end with `null` values if necessary.\n * \n * - If
[newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize]
is greater than the size of the original array, the extra elements in the copy array are filled with `null` values.\n
*\n * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual fun <T> Array<out T>.copyOf(newSize: Int):
Array<T?> {\n require(newSize >= 0) { "Invalid new array size: $newSize." }\n return arrayCopyResize(this,
newSize, null)\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n
* @param fromIndex the start of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive)
to copy.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this
array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT")\npublic actual fun <T> Array<out
T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T> {\n AbstractList.checkRangeIndexes(fromIndex,

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toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun  
ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun  
ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType("LongArray", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return this.asDynamic().slice(fromIndex, toIndex)\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param fromIndex the start of the range (inclusive) to copy.\n \* @param toIndex the end of the range (exclusive) to copy.\n \* \n \* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n \*/\npublic actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {\n  
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n return withType("BooleanArray", this.asDynamic().slice(fromIndex, toIndex))\n}\n\n/\*\*\n \* Returns a new array which is a copy of the specified range of the original array.\n \* \n \* @param



the size of this array.\n \* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n

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*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex,
toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n * Fills this array or its subrange with the
specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to fill, 0 by default.\n *
@param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range
(inclusive)
to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by default.\n * \n *
@throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
 * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range
(inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n nativeFill(element, fromIndex, toIndex);\n}\n\n/**\n
 * Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline operator
fun <T> Array<out T>.plus(element: T): Array<T> {\n return
this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original
array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator
fun ByteArray.plus(element: Byte): ByteArray {\n return plus(byteArrayOf(element))\n}\n\n/**\n * Returns an
array containing all elements
of the original array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual
inline operator fun ShortArray.plus(element: Short): ShortArray {\n return
plus(shortArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the original array and then
the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun
IntArray.plus(element: Int): IntArray {\n return plus(intArrayOf(element))\n}\n\n/**\n * Returns an array
containing all elements of the original array and then the given [element].\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(element: Long):
LongArray {\n return plus(longArrayOf(element))\n}\n\n/**\n * Returns an array containing all elements of the
original array and then the given [element].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline
operator fun FloatArray.plus(element: Float): FloatArray {\n return plus(floatArrayOf(element))\n}\n\n/**\n
 * Returns an array containing all elements of the original array and then the given [element].\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(element:
Double): DoubleArray {\n return plus(doubleArrayOf(element))\n}\n\n/**\n * Returns an array containing all

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elements of the original array and then the given [element].\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {\n return plus(booleanArrayOf(element))\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then the given [element].\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun CharArray.plus(element: Char): CharArray {\n return plus(charArrayOf(element))\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@Suppress("ACTUAL\_WITHOUT\_EXPECT")\npublic actual operator fun <T> Array<out T>.plus(elements: Collection<T>): Array<T> {\n return arrayPlusCollection(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun IntArray.plus(elements: Collection<Int>): IntArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun LongArray.plus(elements: Collection<Long>): LongArray {\n return arrayPlusCollection(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {\n return arrayPlusCollection(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] collection.\n \*^@public actual operator fun CharArray.plus(elements: Collection<Char>): CharArray {\n return fillFromCollection(this.copyOf(size + elements.size), this.size, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("ACTUAL\_WITHOUT\_EXPECT", "NOTHING\_TO\_INLINE")\npublic actual inline operator fun <T> Array<out T>.plus(elements: Array<out T>): Array<T> {\n return this.asDynamic().concat(elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray): ByteArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun ShortArray.plus(elements: ShortArray): ShortArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray): IntArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray): LongArray {\n return primitiveArrayConcat(this, elements)\n}\n\n/\*\*\n \* Returns an array containing all elements of the original array and then all elements of the given [elements] array.\n \*^@Suppress("NOTHING\_TO\_INLINE")\npublic actual inline operator fun FloatArray.plus(elements:

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FloatArray): FloatArray { \n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array containing
all elements of the original array and then all elements of the given [elements] array.\n
*\n\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements:
DoubleArray): DoubleArray { \n return primitiveArrayConcat(this, elements)\n}\n\n/**\n * Returns an array
containing all elements of the original array and then all elements of the given [elements] array.\n
*\n\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements:
BooleanArray): BooleanArray { \n return primitiveArrayConcat(this,
elements)\n}\n\n/**\n * Returns an array containing all elements of the original array and then all elements of the
given [elements] array.\n
*\n\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun
CharArray.plus(elements: CharArray): CharArray { \n return primitiveArrayConcat(this, elements)\n}\n\n/**\n *
Returns an array containing all elements of the original array and then the given [element].\n
*\n\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline fun <T>
Array<out T>.plusElement(element: T): Array<T> { \n return
this.asDynamic().concat(arrayOf(element))\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun
IntArray.sort(): Unit { \n definedExternally\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\npublic actual fun LongArray.sort(): Unit { \n
@Suppress("DEPRECATION")\n
if (size > 1) sort { a: Long, b: Long -> a.compareTo(b) }\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun
ByteArray.sort(): Unit { \n definedExternally\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun
ShortArray.sort(): Unit { \n definedExternally\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun
DoubleArray.sort(): Unit { \n definedExternally\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun
FloatArray.sort(): Unit { \n definedExternally\n}\n\n/**\n * Sorts the array in-place.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArray\n
*\n\n@library("primitiveArraySort")\npublic actual fun CharArray.sort(): Unit { \n definedExternally\n}\n\n/**\n
* Sorts the array in-place according to the natural order of its elements.\n
*\n * The sort is _stable_. It means that
equal elements preserve their order relative to each other after sorting.\n
*\n * @sample
samples.collections.Arrays.Sorting.sortArrayOfComparable\n
*\n\npublic actual fun <T : Comparable<T>>
Array<out T>.sort(): Unit { \n if (size > 1) sortArray(this)\n}\n\n/**\n * Sorts the array in-place according to the
order specified by the given [comparison] function.\n
*\n * The sort is _stable_. It means that equal elements
preserve their order relative to each other after sorting.\n
*\n\n@Deprecated("Use sortWith instead",
ReplaceWith("this.sortWith(Comparator(comparison))"))\n\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n\npublic fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit { \n if (size > 1)
sortArrayWith(this, comparison)\n}\n\n/**\n
* Sorts a range in the array in-place.\n
*\n * The sort is _stable_. It means that equal elements preserve their order
relative to each other after sorting.\n
*\n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n
*\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n
*\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
*\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArrayOfComparable\n
*\n\n@SinceKotlin("1.4")\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic
actual fun <T : Comparable<T>> Array<out T>.sort(fromIndex: Int = 0, toIndex: Int = size): Unit { \n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n
sortArrayWith(this, fromIndex, toIndex,
naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n

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* \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the
range (exclusive) to sort, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex]
is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if
[fromIndex] is greater than [toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
\n\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun ByteArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ByteArray>()\n subarray.sort()\n}\n\n/**\n * Sorts a
range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size
of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
\n\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun ShortArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<ShortArray>()\n subarray.sort()\n}\n\n/**\n * Sorts a
range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
\n\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun IntArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<IntArray>()\n subarray.sort()\n}\n\n/**\n * Sorts a
range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by default.\n *
@param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
\n\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun LongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this.unsafeCast<Array<Long>>(),
fromIndex, toIndex, naturalOrder())\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex
the start of the range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort,
size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or
[toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n * \n * @sample samples.collections.Arrays.Sorting.sortRangeOfArray\n
\n\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun FloatArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex,
toIndex, size)\n val subarray = this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<FloatArray>()\n
subarray.sort()\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range
(inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n *
@sample samples.collections.Arrays.Sorting.sortRangeOfArray\n

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*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun DoubleArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<DoubleArray>()\n subarray.sort()\n}\n\n/**\n
 * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by
default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n *
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n * \n * @sample
samples.collections.Arrays.Sorting.sortRangeOfArray\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun CharArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n
AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n val subarray =
this.asDynamic().subarray(fromIndex, toIndex).unsafeCast<CharArray>()\n subarray.sort()\n}\n\n/**\n
 * Sorts the
array in-place according to the order specified by the given [comparison] function.\n *\n@Deprecated("Use other
sorting functions from
the Standard Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic
inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the given
[comparison] function.\n *\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the given [comparison] function.\n
*\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts
the array in-place according to the order specified by the given [comparison] function.\n *\n@Deprecated("Use
other sorting functions from the Standard Library")\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) ->
Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the
given [comparison] function.\n *\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the given [comparison] function.\n
*\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic
inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the given
[comparison] function.\n *\n@Deprecated("Use other sorting functions from the Standard
Library")\n@DeprecatedSinceKotlin(warningSince = "1.6")\n@kotlin.internal.InlineOnly\npublic inline fun
CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n
nativeSort(comparison)\n}\n\n/**\n
 * Sorts the array in-place according to the order specified by the given [comparator].\n * \n * The sort is _stable_. It
means that equal elements preserve their order relative to each other after sorting.\n *\n@public actual fun <T>
Array<out T>.sortWith(comparator: Comparator<in T>): Unit {\n
if (size > 1) sortArrayWith(this,
comparator)\n}\n\n/**\n
 * Sorts a range in the array in-place with the given [comparator].\n * \n * The sort is
stable. It means that equal elements
preserve their order relative to each other after sorting.\n * \n * @param fromIndex the start of the range (inclusive)
to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n *
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this

```

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array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun <T> Array<out T>.sortWith(comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size):
Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArrayWith(this, fromIndex, toIndex,
comparator)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive array.\n
*\npublic actual fun ByteArray.toTypedArray(): Array<Byte> {\n return js("[]").slice.call(this)\n}\n\n/**\n *
Returns
 a *typed* object array containing all of the elements of this primitive array.\n *\npublic actual fun
ShortArray.toTypedArray(): Array<Short> {\n return js("[]").slice.call(this)\n}\n\n/**\n * Returns a *typed*
object array containing all of the elements of this primitive array.\n *\npublic actual fun IntArray.toTypedArray():
Array<Int> {\n return js("[]").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the
elements of this primitive array.\n *\npublic actual fun LongArray.toTypedArray(): Array<Long> {\n return
js("[]").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *\npublic actual fun FloatArray.toTypedArray(): Array<Float> {\n return
js("[]").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *\npublic actual fun DoubleArray.toTypedArray(): Array<Double> {\n return
js("[]").slice.call(this)\n}\n\n/**\n * Returns a *typed* object array containing all of the elements of this primitive
array.\n *\npublic actual fun BooleanArray.toTypedArray(): Array<Boolean> {\n return js("[]").slice.call(this)\n}\n\n/**\n * Returns a
typed object array containing all of the elements of this primitive array.\n *\npublic actual fun
CharArray.toTypedArray(): Array<Char> {\n return Array(size) { index -> this[index] }\n}\n\n"/\n * Copyright
2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n@file:kotlin.jvm.JvmName("ComparisonsKt")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage
kotlin.comparisons\n\n/**\n * Compares two values using the specified functions [selectors] to calculate the result
of the comparison.\n * The functions are called sequentially, receive the given values [a] and [b] and return
[Comparable]\n * objects.
 As soon as the [Comparable] instances returned by a function for [a] and [b] values do not\n * compare as equal, the
result of that comparison is returned.\n *\n * @sample
samples.comparisons.Comparisons.compareValuesByWithSelectors\n *\npublic fun <T> compareValuesBy(a: T,
b: T, vararg selectors: (T) -> Comparable<*>?): Int {\n require(selectors.size > 0)\n return
compareValuesByImpl(a, b, selectors)\n}\n\nprivate fun <T> compareValuesByImpl(a: T, b: T, selectors:
Array<out (T) -> Comparable<*>?>): Int {\n for (fn in selectors) {\n val v1 = fn(a)\n val v2 = fn(b)\n
val diff = compareValues(v1, v2)\n if (diff != 0) return diff\n }\n return 0\n}\n\n/**\n * Compares two
values using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to
the given values [a] and [b] and return [Comparable] objects.\n * The result of comparison of these [Comparable]
instances is returned.\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithSingleSelector\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> compareValuesBy(a: T, b: T, selector: (T) ->
Comparable<*>?): Int {\n return compareValues(selector(a), selector(b))\n}\n\n/**\n * Compares two values
using the specified [selector] function to calculate the result of the comparison.\n * The function is applied to the
given values [a] and [b] and return objects of type K which are then being\n * compared with the given
[comparator].\n *\n * @sample samples.comparisons.Comparisons.compareValuesByWithComparator\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T, K> compareValuesBy(a: T, b: T, comparator: Comparator<in
K>, selector: (T) -> K): Int {\n return comparator.compare(selector(a), selector(b))\n}\n\n//// Not so useful without
type inference for receiver of expression\n//// compareValuesWith(v1, v2, compareBy { it.prop1 }
thenByDescending { it.prop2 })\n\n/**\n * Compares two values using the specified
[comparator].\n *\n@Suppress("NOTHING_TO_INLINE")\npublic inline fun <T> compareValuesWith(a: T,
b: T, comparator: Comparator<T>): Int = comparator.compare(a, b)\n\n/**\n * Compares two nullable

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[Comparable] values. Null is considered less than any value.
samples.comparisons.Comparisons.compareValues
public fun <T : Comparable<*>> compareValues(a: T?, b:
T?): Int {
 if (a === b) return 0
 if (a == null) return -1
 if (b == null) return 1
 @Suppress("UNCHECKED_CAST")
 return (a as Comparable<Any>).compareTo(b)
}
Creates a
comparator using the sequence of functions to calculate a result of comparison.
The functions are called
sequentially, receive the given values `a` and `b` and return [Comparable]
objects. As soon as the [Comparable]
instances returned by a function for `a` and `b` values do not
compare as equal, the result of that comparison is
returned from the [Comparator].
samples.comparisons.Comparisons.compareByWithSelectors
public fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
 require(selectors.size > 0)
 return Comparator { a, b -> compareValuesByImpl(a, b, selectors) }
}
Creates a comparator using the function to transform value to a [Comparable]
instance for comparison.
samples.comparisons.Comparisons.compareByWithSingleSelector
public inline fun <T> compareBy(crossinline selector: (T) -> Comparable<*>?):
Comparator<T> =
 Comparator { a, b -> compareValuesBy(a, b, selector) }
Creates a comparator
using the [selector] function to transform values being compared and then applying
the specified [comparator] to
compare transformed values.
samples.comparisons.Comparisons.compareByWithComparator
public inline fun <T, K> compareBy(comparator: Comparator<in K>, crossinline
selector: (T) ->
K): Comparator<T> =
 Comparator { a, b -> compareValuesBy(a, b, comparator, selector) }
Creates a
descending comparator using the function to transform value to a [Comparable]
instance for comparison.
samples.comparisons.Comparisons.compareByDescendingWithSingleSelector
public inline fun <T> compareByDescending(crossinline selector: (T) ->
Comparable<*>?):
Comparator<T> =
 Comparator { a, b -> compareValuesBy(b, a, selector) }
Creates a descending
comparator using the [selector] function to transform values being compared and
then applying
the specified [comparator] to compare transformed values.
Note that an order of [comparator] is
reversed by this wrapper.
samples.comparisons.Comparisons.compareByDescendingWithComparator
public inline fun <T, K> compareByDescending(comparator: Comparator<in K>,
crossinline selector: (T) ->
K): Comparator<T> =
 Comparator { a, b -> compareValuesBy(b, a, comparator, selector) }
Creates a
comparator
comparing values after the primary comparator defined them equal. It uses
the function to transform value to a
[Comparable] instance for comparison.
samples.comparisons.Comparisons.thenBy
public inline fun <T> Comparator<T>.thenBy(crossinline selector: (T) ->
Comparable<*>?):
Comparator<T> =
 Comparator { a, b ->
 val previousCompare =
 this@thenBy.compare(a, b)
 if (previousCompare != 0) previousCompare else compareValuesBy(a, b,
selector)
 }
Creates a comparator comparing values after the primary comparator defined
them equal.
It uses
the [selector] function to transform values and then compares them with the
given [comparator].
samples.comparisons.Comparisons.thenByWithComparator
public inline fun <T, K> Comparator<T>.thenBy(comparator:
Comparator<in K>, crossinline selector: (T) ->
K): Comparator<T> =
 Comparator { a, b ->
 val previousCompare = this@thenBy.compare(a, b)
 if (previousCompare != 0) previousCompare else
 compareValuesBy(a, b, comparator, selector)
 }
Creates a descending comparator using the primary
comparator and
the function to transform value to a [Comparable] instance for comparison.
samples.comparisons.Comparisons.thenByDescending
public inline fun <T>
Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?):
Comparator<T> =
 Comparator { a, b ->
 val previousCompare = this@thenByDescending.compare(a, b)
 if (previousCompare != 0) previousCompare else
 compareValuesBy(b, a, selector)
 }
Creates a
descending comparator comparing values after the primary comparator defined
them equal. It uses
the [selector]

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function to transform values and then compares
them with the given [comparator].\n *\n * @sample
samples.comparisons.Comparisons.thenByDescendingWithComparator\n *\n @kotlin.internal.InlineOnly\npublic
inline fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) ->
K): Comparator<T> =\n Comparator { a, b ->\n val previousCompare = this@thenByDescending.compare(a,
b)\n if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)\n }\n\n\n**\n * Creates a comparator using the primary comparator and function to calculate a result of comparison.\n
*\n * @sample samples.comparisons.Comparisons.thenComparator\n *\n @kotlin.internal.InlineOnly\npublic inline
fun <T> Comparator<T>.thenComparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> =\n
Comparator { a, b ->\n val previousCompare = this@thenComparator.compare(a, b)\n if (previousCompare
!= 0) previousCompare else comparison(a, b)\n }\n\n\n**\n * Combines this
comparator and the given [comparator] such that the latter is applied only\n * when the former considered values
equal.\n *\n * @sample samples.comparisons.Comparisons.then\n *\n @public infix fun <T>
Comparator<T>.then(comparator: Comparator<in T>): Comparator<T> =\n Comparator { a, b ->\n val
previousCompare = this@then.compare(a, b)\n if (previousCompare != 0) previousCompare else
comparator.compare(a, b)\n }\n\n\n**\n * Combines this comparator and the given [comparator] such that the latter
is applied only\n * when the former considered values equal.\n *\n * @sample
samples.comparisons.Comparisons.thenDescending\n *\n @public infix fun <T>
Comparator<T>.thenDescending(comparator: Comparator<in T>): Comparator<T> =\n Comparator<T> { a, b -
->\n val previousCompare = this@thenDescending.compare(a, b)\n if (previousCompare != 0)
previousCompare else comparator.compare(b, a)\n }\n\n\n// Not so useful without type inference for receiver of
expression\n\n**\n\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null`
value less than any other value.\n * Non-null values are compared with the provided [comparator].\n *\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\n *\n @public fun <T : Any>
nullsFirst(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n when {\n a
=== b -> 0\n a == null -> -1\n b == null -> 1\n else -> comparator.compare(a, b)\n }\n }\n\n\n**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value less than any other
value.\n * Non-null values are compared according to their [natural order][naturalOrder].\n *\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastComparator\n *\n @kotlin.internal.InlineOnly\npublic inline fun
<T : Comparable<T>> nullsFirst(): Comparator<T?> = nullsFirst(naturalOrder())\n\n\n**\n * Extends the
given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value greater
than any other value.\n * Non-null values are compared with the provided [comparator].\n *\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\n *\n @public fun <T : Any>
nullsLast(comparator: Comparator<in T>): Comparator<T?> =\n Comparator { a, b ->\n when {\n a
=== b -> 0\n a == null -> 1\n b == null -> -1\n else -> comparator.compare(a, b)\n }\n }\n\n\n**\n * Provides a comparator of nullable [Comparable] values\n * considering `null` value greater than any
other value.\n * Non-null values are compared according to their [natural order][naturalOrder].\n *\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastComparator\n *\n @kotlin.internal.InlineOnly\npublic inline fun
<T : Comparable<T>> nullsLast(): Comparator<T?> = nullsLast(naturalOrder())\n\n\n**\n * Returns a comparator
that
compares [Comparable] objects in natural order.\n *\n * The natural order of a `Comparable` type here means the
order established by its `compareTo` function.\n *\n *\n * @sample
samples.comparisons.Comparisons.naturalOrderComparator\n *\n @public fun <T : Comparable<T>> naturalOrder():
Comparator<T> = @Suppress("\nUNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)\n\n\n**\n * Returns a comparator that compares [Comparable] objects in reversed natural order.\n *\n *\n * The natural order of a
`Comparable` type here means the order established by its `compareTo` function.\n *\n *\n * @sample
samples.comparisons.Comparisons.nullsFirstLastWithComparator\n *\n @public fun <T : Comparable<T>>

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reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as
Comparator<T>)\n\n/**\n * Returns a comparator that imposes the reverse ordering of this comparator.\n *\n *
@sample samples.comparisons.Comparisons.reversed\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\n\npublic fun
<T> Comparator<T>.reversed(): Comparator<T> = when (this) {\n is ReversedComparator -> this.comparator\n
NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as
Comparator<T>)\n ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
(NaturalOrderComparator as Comparator<T>)\n else -> ReversedComparator(this)\n}\n\n\nprivate class
ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {\n override fun compare(a:
T, b: T): Int = comparator.compare(b, a)\n @Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun reversed():
Comparator<T> = comparator\n}\n\nprivate object NaturalOrderComparator : Comparator<Comparable<Any>> {\n
override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)\n
@Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun reversed(): Comparator<Comparable<Any>> =
ReverseOrderComparator\n}\n\nprivate object ReverseOrderComparator : Comparator<Comparable<Any>> {\n
override fun compare(a: Comparable<Any>,
b: Comparable<Any>): Int = b.compareTo(a)\n @Suppress("VIRTUAL_MEMBER_HIDDEN")\n fun
reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator\n}\n\n"/**\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StandardKt")\n\npackage kotlin\n\nimport
kotlin.contracts.*\n\n/**\n * An exception is thrown to indicate that a method body remains to be implemented.\n
*\n\npublic class NotImplementedError(message: String = "An operation is not implemented.") :
Error(message)\n\n/**\n * Always throws [NotImplementedError] stating that operation is not implemented.\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun TODO(): Nothing = throw NotImplementedError()\n\n/**\n *
Always throws [NotImplementedError] stating that operation is not implemented.\n
*\n * @param reason a string explaining why the implementation is missing.\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun TODO(reason: String): Nothing = throw
NotImplementedError("An operation is not implemented: $reason")\n\n\n/**\n * Calls the specified function
[block] and returns its result.\n *\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <R> run(block: () -> R): R {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block()\n}\n\n/**\n * Calls the specified
function [block] with `this` value as its receiver and returns its result.\n *\n * For detailed usage information see the
documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> T.run(block: T.() -> R): R {\n contract
{\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return block()\n}\n\n/**\n * Calls the
specified function [block] with the given [receiver] as its receiver and returns its result.\n *\n * For detailed usage
information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-
functions.html#with).\n *\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T, R> with(receiver: T, block: T.() ->
R): R {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return
receiver.block()\n}\n\n/**\n * Calls the specified function [block] with `this` value as its receiver and returns `this`
value.\n *\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).\n
*\n\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> T.apply(block: T.() -> Unit): T {\n contract {\n
callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n
block()\n return this\n}\n\n/**\n * Calls the specified function [block] with `this` value as its argument and
returns `this` value.\n *\n * For detailed usage information see the documentation for [scope
functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).\n

```



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*^@kotlin.internal.InlineOnly^@SinceKotlin("1.1")^public inline fun <T> T.also(block: (T) -> Unit): T {
 contract {
 callsInPlace(block, InvocationKind.EXACTLY_ONCE)
 }
 block(this)
 return this
}
**
* Calls the specified function [block] with `this` value as its argument and returns its result.
* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#let).
*^@kotlin.internal.InlineOnly^public inline fun <T, R> T.let(block: (T) -> R): R {
 contract {
 callsInPlace(block, InvocationKind.EXACTLY_ONCE)
 }
 return block(this)
}
**
* Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).
*^@kotlin.internal.InlineOnly^@SinceKotlin("1.1")^public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
 contract {
 callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
 }
 return if (predicate(this)) this else null
}
**
* Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
* For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#takeif-and-takeunless).
*^@kotlin.internal.InlineOnly^@SinceKotlin("1.1")^public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
 contract {
 callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
 }
 return if (!predicate(this)) this else null
}
**
* Executes the given function [action] specified number of [times].
* A zero-based index of current iteration is passed as a parameter to [action].
* @sample samples.misc.ControlFlow.repeat
*^@kotlin.internal.InlineOnly^public inline fun repeat(times: Int, action: (Int) -> Unit) {
 contract {
 callsInPlace(action)
 }
 for (index in 0 until times) {
 action(index)
 }
}
**
* Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
*^@kotlin.package.kotlin.comparisons
**
NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.js.*
**
* Returns the greater of two values.
* If values are equal, returns the first one.
*^@kotlin.internal.InlineOnly^public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
 return if (a >= b) a else b
}
**
* Returns the greater of two values.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Byte, b: Byte): Byte {
 return maxOf(a.toInt(), b.toInt()).unsafeCast<Byte>()
}
**
* Returns the greater of two values.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Short, b: Short): Short {
 return maxOf(a.toInt(), b.toInt()).unsafeCast<Short>()
}
**
* Returns the greater of two values.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Int, b: Int): Int {
 return JsMath.max(a, b)
}
**
* Returns the greater of two values.
*^@kotlin.internal.InlineOnly^@Suppress("NOTHING_TO_INLINE")^public actual inline fun maxOf(a: Long, b: Long): Long {
 return if (a >= b) a else b
}
**
* Returns the greater of two values.
* If either value is `NaN`, returns `NaN`.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Float, b: Float): Float {
 return JsMath.max(a, b)
}
**
* Returns the greater of two values.
* If either value is `NaN`, returns `NaN`.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Double, b: Double): Double {
 return JsMath.max(a, b)
}
**
* Returns the greater of three values.
* If there are multiple equal maximal values, returns the first of them.
*^@kotlin.internal.InlineOnly^public actual fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T {
 return maxOf(a, maxOf(b, c))
}
**
* Returns the greater of three values.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
 return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}
**
* Returns the greater of three values.
*^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
 return JsMath.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}
**
* Returns the greater of three values.

```

```

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
 return JsMath.max(a, b, c)}
* Returns the greater of three values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a: Long, b: Long, c: Long):
Long {
 return maxOf(a, maxOf(b, c))}
* Returns the greater of three values.
* If any value is `NaN`, returns `NaN`.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun maxOf(a:
Float, b: Float, c: Float): Float {
 return JsMath.max(a, b, c)}
* Returns the greater of three values.
* If any value is `NaN`, returns `NaN`.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public
actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
 return JsMath.max(a, b, c)}
* Returns the greater of the given values.
* If there are multiple equal maximal values, returns the first of
them.

*^@SinceKotlin("1.4")^public actual fun <T : Comparable<T>> maxOf(a: T, vararg other: T): T {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the greater of the given
values.

*^@SinceKotlin("1.4")^public actual fun maxOf(a: Byte, vararg other: Byte): Byte {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the greater of the given values.

*^@SinceKotlin("1.4")^public actual fun maxOf(a: Short, vararg other: Short): Short {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the greater of the given values.

*^@SinceKotlin("1.4")^public actual fun maxOf(a: Int, vararg other: Int):
Int {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the greater of
the given values.

*^@SinceKotlin("1.4")^public actual fun maxOf(a: Long, vararg other: Long): Long {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the greater of the given
values.
* If any value is `NaN`, returns `NaN`.

*^@SinceKotlin("1.4")^public actual fun maxOf(a:
Float, vararg other: Float): Float {
 var max = a
 for (e in other) max = maxOf(max, e)
 return
max}
* Returns the greater of the given values.
* If any value is `NaN`, returns `NaN`.

*^@SinceKotlin("1.4")^public actual fun maxOf(a: Double, vararg other: Double): Double {
 var max = a
 for (e in other) max = maxOf(max, e)
 return max}
* Returns the smaller of two values.
* If
values are equal, returns the first one.

*^@SinceKotlin("1.1")^public actual fun <T
: Comparable<T>> minOf(a: T, b: T): T {
 return if (a <= b) a else b}
* Returns the smaller of two
values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Byte, b: Byte):
Byte {
 return minOf(a.toInt(), b.toInt()).unsafeCast<Byte>()}
* Returns the smaller of two values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Short, b: Short): Short
{
 return minOf(a.toInt(), b.toInt()).unsafeCast<Short>()}
* Returns the smaller of two values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Int, b: Int): Int {
 return JsMath.min(a, b)}
* Returns the smaller of two values.

*^@SinceKotlin("1.1")^@Suppress("NOTHING_TO_INLINE")^public actual inline fun minOf(a: Long, b:
Long): Long {
 return if (a <= b) a else b}
* Returns the smaller of two values.
* If either value
is `NaN`,
returns `NaN`.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Float,
b: Float): Float {
 return JsMath.min(a, b)}
* Returns the smaller of two values.
* If either value
is `NaN`, returns `NaN`.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun
minOf(a: Double, b: Double): Double {
 return JsMath.min(a, b)}
* Returns the smaller of three
values.
* If there are multiple equal minimal values, returns the first of them.

*^@SinceKotlin("1.1")^public actual fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T {
 return minOf(a,
minOf(b, c))}
* Returns the smaller of three values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Byte, b: Byte, c: Byte):
Byte {
 return JsMath.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()}
* Returns the smaller of
three values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public
actual inline fun minOf(a: Short, b: Short, c: Short): Short {
 return JsMath.min(a.toInt(), b.toInt(),
c.toInt()).unsafeCast<Short>()}
* Returns the smaller of three values.

*^@SinceKotlin("1.1")^@kotlin.internal.InlineOnly^public actual inline fun minOf(a: Int, b: Int, c: Int): Int {

```

```

return JsMath.min(a, b, c)\n\n/**\n * Returns the smaller of three values.\n
*\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a: Long, b: Long, c: Long):
Long {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the smaller of three values.\n * \n * If any value is
`NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic actual inline fun minOf(a:
Float, b: Float, c: Float): Float {\n return JsMath.min(a, b, c)\n}\n\n/**\n * Returns the smaller of three values.\n *
\n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
actual inline fun minOf(a: Double, b: Double, c: Double): Double {\n return JsMath.min(a, b, c)\n}\n\n/**\n *
Returns the smaller of the given values.\n * \n * If there are multiple equal minimal values, returns the first of
them.\n *\n@SinceKotlin("1.4")\n\npublic actual fun <T : Comparable<T>> minOf(a: T, vararg other: T): T {\n
var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of the given
values.\n *\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Byte, vararg other: Byte): Byte {\n var min = a\n
for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of the given values.\n
*\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Short, vararg other: Short): Short {\n var min = a\n for (e
in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of the given values.\n
*\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Int, vararg other: Int): Int
{\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of the
given values.\n *\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Long, vararg other: Long): Long {\n var
min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller of the given
values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Float,
vararg other: Float): Float {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n *
Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n
*\n@SinceKotlin("1.4")\n\npublic actual fun minOf(a: Double, vararg other: Double): Double {\n var min = a\n
for (e in other) min = minOf(min, e)\n return min\n}\n\n"/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n\n// Auto-generated file. DO NOT
EDIT!\n\npackage kotlin\n\nimport kotlin.experimental.*\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@JvmInline\n\npublic
value class ULong @kotlin.internal.IntrinsicConstEvaluation @PublishedApi internal
constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {\n companion object {\n /**\n
\n * A constant holding the minimum value an instance of ULong can have.\n *\n public const val
MIN_VALUE: ULong = ULong(0)\n\n /**\n * A constant holding the maximum value an instance of
ULong can have.\n *\n public const val MAX_VALUE: ULong = ULong(-1)\n\n /**\n * The
number of bytes used to represent an instance of ULong in a binary form.\n *\n public const val
SIZE_BYTES: Int = 8\n\n /**\n * The number of bits used to represent
an instance of ULong in a binary form.\n *\n public const val SIZE_BITS: Int = 64\n }\n\n /**\n
\n * Compares this value with the specified value for order.\n * Returns zero if this value is equal to the specified other
value, a negative number if it's less than other,\n * or a positive number if it's greater than other.\n *\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: UByte): Int =
this.compareTo(other.toULong())\n\n /**\n * Compares this value with the specified value for order.\n *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a
positive number if it's greater than other.\n *\n @kotlin.internal.InlineOnly\n public inline operator fun
compareTo(other: UShort): Int = this.compareTo(other.toULong())\n\n /**\n * Compares this value with the
specified value for order.\n * Returns zero if this value is equal
to the specified other value, a negative number if it's less than other,\n * or a positive number if it's greater than
other.\n *\n @kotlin.internal.InlineOnly\n public inline operator fun compareTo(other: UInt): Int =
this.compareTo(other.toULong())\n\n /**\n * Compares this value with the specified value for order.\n *
Returns zero if this value is equal to the specified other value, a negative number if it's less than other,\n * or a
positive number if it's greater than other.\n *\n @kotlin.internal.InlineOnly\n

```

```

@Suppress("OVERRIDE_BY_INLINE")\n public override inline operator fun compareTo(other: ULong): Int =
ulongCompare(this.data, other.data)\n\n /** Adds the other value to this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())\n
/** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other:
UShort): ULong = this.plus(other.toULong())\n /** Adds the other value to this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())\n
/** Adds the other value to this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun plus(other:
ULong): ULong = ULong(this.data.plus(other.data))\n\n /** Subtracts the other value from this value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun minus(other: UByte): ULong =
this.minus(other.toULong())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())\n /** Subtracts the other
value from this value. */\n @kotlin.internal.InlineOnly\n public inline operator fun minus(other: UInt): ULong =
this.minus(other.toULong())\n /** Subtracts the other value from this value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun minus(other: ULong): ULong = ULong(this.data.minus(other.data))\n\n /** Multiplies
this value by the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: UByte):
ULong = this.times(other.toULong())\n /** Multiplies this value by the other value. */\n
@kotlin.internal.InlineOnly\n public inline operator fun times(other: UShort): ULong =
this.times(other.toULong())\n /** Multiplies this value by the other value. */\n @kotlin.internal.InlineOnly\n
public inline operator fun times(other: UInt): ULong = this.times(other.toULong())\n /** Multiplies this value by
the other value. */\n @kotlin.internal.InlineOnly\n public inline operator fun times(other: ULong): ULong =
ULong(this.data.times(other.data))\n\n /** Divides this value by the other value, truncating the result to an integer
that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other:
UByte): ULong = this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an
integer that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UShort):
ULong = this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an integer
that is closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: UInt): ULong =
this.div(other.toULong())\n /** Divides this value by the other value, truncating the result to an integer that is
closer to zero. */\n @kotlin.internal.InlineOnly\n public inline operator fun div(other: ULong): ULong =
ulongDivide(this, other)\n\n /**\n * Calculates the remainder of truncating division of this value (dividend) by
the other value (divisor).\n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other:
UByte): ULong = this.rem(other.toULong())\n /**\n * Calculates the remainder of truncating division of this
value (dividend) by the other value (divisor).\n * The result is always less than the divisor.\n */\n
@kotlin.internal.InlineOnly\n public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())\n
/**\n * Calculates the remainder of truncating division of this value (dividend) by the other value (divisor).\n
*\n * The result is always less than the divisor.\n */\n @kotlin.internal.InlineOnly\n public inline operator
fun rem(other: UInt): ULong = this.rem(other.toULong())\n /**\n * Calculates the remainder of truncating
division of this value (dividend) by the other value (divisor).\n * The result is always less than the divisor.\n
*/\n @kotlin.internal.InlineOnly\n public inline operator fun rem(other: ULong): ULong =
ulongRemainder(this, other)\n\n /**\n * Divides this value
by the other value, flooring the result to an integer that is closer to negative infinity.\n * For unsigned
types, the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UByte): ULong = this.floorDiv(other.toULong())\n /**\n * Divides this value
by the other value, flooring the result to an integer that is closer to negative infinity.\n * For unsigned types,
the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun floorDiv(other: UShort): ULong = this.floorDiv(other.toULong())\n /**\n * Divides this value
by the other value, flooring the result to an integer that is closer to negative infinity.\n * For unsigned types,
the results of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n

```

```

public inline fun floorDiv(other:
 UInt): ULong = this.floorDiv(other.toULong())\n /**\n * Divides this value by the other value, flooring the
result to an integer that is closer to negative infinity.\n *\n * For unsigned types, the results of flooring division
and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n public inline fun floorDiv(other:
 ULong): ULong = div(other)\n\n /**\n * Calculates the remainder of flooring division of this value (dividend)
by the other value (divisor).\n *\n * The result is always less than the divisor.\n *\n * For unsigned types,
the remainders of flooring division and truncating division are the same.\n */\n @kotlin.internal.InlineOnly\n
public inline fun mod(other: UByte): UByte = this.mod(other.toULong()).toUByte()\n /**\n * Calculates the
remainder of flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is always
less than the divisor.\n *\n
 * For unsigned types, the remainders of flooring division and truncating division are the same.\n */\n
 @kotlin.internal.InlineOnly\n public inline fun mod(other: UShort): UShort =
this.mod(other.toULong()).toUShort()\n /**\n * Calculates the remainder of flooring division of this value
(dividend) by the other value (divisor).\n *\n * The result is always less than the divisor.\n *\n * For
unsigned types, the remainders of flooring division and truncating division are the same.\n */\n
 @kotlin.internal.InlineOnly\n public inline fun mod(other: UInt): UInt = this.mod(other.toULong()).toInt()\n
/**\n * Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).\n *\n
 * The result is always less than the divisor.\n *\n * For unsigned types, the remainders of flooring division
and truncating division are the same.\n */\n
 @kotlin.internal.InlineOnly\n public inline fun mod(other:
 ULong): ULong = rem(other)\n\n /**\n * Returns this value incremented by one.\n *\n * @sample
samples.misc.Builtins.inc\n */\n
 @kotlin.internal.InlineOnly\n public inline operator fun inc(): ULong =
 ULong(data.inc())\n\n /**\n * Returns this value decremented by one.\n *\n * @sample
samples.misc.Builtins.dec\n */\n
 @kotlin.internal.InlineOnly\n public inline operator fun dec(): ULong =
 ULong(data.dec())\n\n /**\n * Creates a range from this value to the specified [other] value. */\n
 @kotlin.internal.InlineOnly\n public inline operator fun rangeTo(other: ULong): ULongRange =
 ULongRange(this, other)\n\n /**\n * Creates a range from this value up to but excluding the specified [other]
value.\n *\n * If the [other] value is less than or equal to `this` value, then the returned range is empty.\n */\n
 @SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n
 @kotlin.internal.InlineOnly\n public inline operator fun rangeUntil(other: ULong): ULongRange = this
until other\n\n /**\n * Shifts this value left by the [bitCount] number of bits.\n *\n * Note that only the six
lowest-order bits of the [bitCount] are used as the shift distance.\n * The shift distance actually used is
therefore always in the range `0..63`.\n */\n
 @kotlin.internal.InlineOnly\n public inline infix fun shl(bitCount: Int): ULong = ULong(data shl
bitCount)\n\n /**\n * Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with
zeros.\n *\n * Note that only the six lowest-order bits of the [bitCount] are used as the shift distance.\n *
The shift distance actually used is therefore always in the range `0..63`.\n */\n
 @kotlin.internal.InlineOnly\n public inline infix fun shr(bitCount: Int): ULong = ULong(data ushr
bitCount)\n\n /**\n * Performs a bitwise AND operation between the two values. */\n
 @kotlin.internal.InlineOnly\n public inline infix fun and(other: ULong): ULong = ULong(this.data and
other.data)\n\n /**\n * Performs a bitwise OR operation between the two values. */\n
 @kotlin.internal.InlineOnly\n public inline infix fun or(other: ULong): ULong = ULong(this.data or
other.data)\n\n /**\n * Performs a bitwise XOR operation between the two values. */\n
 @kotlin.internal.InlineOnly\n public inline infix fun xor(other: ULong): ULong = ULong(this.data
xor other.data)\n\n /**\n * Inverts the bits in this value. */\n
 @kotlin.internal.InlineOnly\n public inline fun inv(): ULong = ULong(data.inv())\n\n /**\n * Converts
this [ULong] value to [Byte].\n *\n * If this value is less than or equals to [Byte.MAX_VALUE], the resulting
`Byte` value represents\n * the same numerical value as this `ULong`.\n *\n * The resulting `Byte` value is
represented by the least significant 8 bits of this `ULong` value.\n * Note that the resulting `Byte` value may
be negative.\n */\n
 @kotlin.internal.InlineOnly\n public inline fun toByte(): Byte = data.toByte()\n\n /**\n * Converts
this [ULong] value to [Short].\n *\n * If this value is less than or equals to [Short.MAX_VALUE], the resulting

```

`Short` value represents the same numerical value as this `ULong`. The resulting `Short` value is represented by the least significant 16 bits of this `ULong` value. Note that the resulting `Short` value may be negative.

```
@kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()
/**
 * Converts this [ULong] value to [Int].
 * If this value is less than or equals to [Int.MAX_VALUE], the
 * resulting `Int` value represents the same numerical value as this `ULong`.
 * The resulting `Int` value is represented by the least significant 32 bits of this `ULong` value.
 * Note that the resulting `Int` value may be negative.
 */
```

```
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data.toInt()
/**
 * Converts this [ULong] value to [Long].
 * If this value is less than or equals to [Long.MAX_VALUE], the resulting `Long` value
 * represents the same numerical value as this `ULong`. Otherwise the result is negative.
 * The resulting `Long` value has the same binary representation as this `ULong` value.
 */
```

```
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data
/**
 * Converts this [ULong] value to [UByte].
 * If this value is less than or equals to [UByte.MAX_VALUE], the resulting `UByte` value
 * represents the same numerical value as this `ULong`. The resulting `UByte` value is represented
 * by the least significant 8 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()
/**
 * Converts this [ULong] value
```

```
to [UShort].
 * If this value is less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value
 * represents the same numerical value as this `ULong`. The resulting `UShort` value is represented
 * by the least significant 16 bits of this `ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()
/**
 * Converts this [ULong] value to [UInt].
 * If this value
 * is less than or equals to [UInt.MAX_VALUE], the resulting `UInt` value represents the same numerical value
 * as this `ULong`. The resulting `UInt` value is represented by the least significant 32 bits of this
```

```
`ULong` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = data.toUInt()
/**
 * Returns this value.
 */
@kotlin.internal.InlineOnly
public inline fun toULong(): ULong = this
/**
 * Converts this [ULong] value to [Float].
```

```

 * The resulting value is the closest `Float` to this `ULong` value. In case when this `ULong` value is
 * exactly between two `Float`s, the one with zero at least significant bit of mantissa is selected.
 */
```

```
@kotlin.internal.InlineOnly
public inline fun toFloat(): Float = this.toDouble().toFloat()
/**
 * Converts this [ULong] value to [Double].
 * The resulting value is the closest `Double` to this `ULong` value.
 * In case when this `ULong` value is exactly between two `Double`s, the one with zero at least significant bit of
 * mantissa is selected.
 */
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double =
 ulongToDouble(data)
public override fun toString(): String = ulongToString(data)
}
/**
 * Converts this [Byte] value to [ULong].
 * If this value is positive, the resulting `ULong` value represents the same
 * numerical value as this `Byte`. The least significant
```

```
8 bits of the resulting `ULong` value are the same as the bits of this `Byte` value, whereas the most significant
56 bits are filled with the sign bit of this value.
```

```

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
/**
 * Converts this [Short] value to [ULong].
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this
 * `Short`. The least significant 16 bits of the resulting `ULong` value are the same as the bits of this `Short`
 * value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
```

```

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
/**
 * Converts this [Int] value to [ULong].
 * If this value is positive, the resulting `ULong` value represents
```

```
the same numerical value as this `Int`. The least significant 32 bits of the resulting `ULong` value are the
same as the bits of this `Int` value, whereas the most significant 32 bits are filled with the sign bit of this value.
```

```

@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline fun Int.toULong(): ULong = ULong(this.toLong())
/**
 * Converts this [Long] value to [ULong].
```

```

*\n * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Long`. \n *\n
* The resulting `ULong` value has the same binary representation as this `Long` value.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun Long.toULong(): ULong = ULong(this)\n\n/**\n * Converts this [Float] value to [ULong].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Float` value is
negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`. \n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())\n\n/**\n * Converts this [Double]
value to [ULong].\n *\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this
`Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`. \n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun Double.toULong(): ULong = doubleToULong(this)\n", "/*\n * Copyright 2010-2023 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\n/\n//
NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\nimport
kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/**\n * Returns 1st *element* from the list.\n *\n * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.\n
*\n@kotlin.internal.InlineOnly\nnpublic inline operator fun <T> List<T>.component1(): T {\n return
get(0)\n}\n\n/**\n * Returns 2nd *element* from the list.\n *\n * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 2.\n *\n@kotlin.internal.InlineOnly\nnpublic inline operator fun <T>
List<T>.component2(): T {\n return get(1)\n}\n\n/**\n * Returns 3rd *element* from the list.\n *\n * Throws an
[IndexOutOfBoundsException] if the size of this list is less than 3.\n *\n@kotlin.internal.InlineOnly\nnpublic inline
operator fun <T> List<T>.component3(): T {\n return get(2)\n}\n\n/**\n *
Returns 4th *element* from the list.\n *\n * Throws an [IndexOutOfBoundsException] if the size of this list is less
than 4.\n *\n@kotlin.internal.InlineOnly\nnpublic inline operator fun <T> List<T>.component4(): T {\n return
get(3)\n}\n\n/**\n * Returns 5th *element* from the list.\n *\n * Throws an [IndexOutOfBoundsException] if the
size of this list is less than 5.\n *\n@kotlin.internal.InlineOnly\nnpublic inline operator fun <T>
List<T>.component5(): T {\n return get(4)\n}\n\n/**\n * Returns `true` if [element] is found in the collection.\n
*\n@npublic operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {\n if
(this is Collection)\n return contains(element)\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an
element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this
collection.\n *\n * @sample samples.collections.Collections.Elements.elementAt\n *\n@npublic fun <T>
Iterable<T>.elementAt(index:
Int): T {\n if (this is List)\n return get(index)\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }\n}\n\n/**\n * Returns an
element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this list.\n
*\n * @sample samples.collections.Collections.Elements.elementAt\n *\n@kotlin.internal.InlineOnly\nnpublic
inline fun <T> List<T>.elementAt(index: Int): T {\n return get(index)\n}\n\n/**\n * Returns an element at the
given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this collection.\n
*\n * @sample samples.collections.Collections.Elements.elementAtOrElse\n *\n@npublic fun <T>
Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n if (this is List)\n return
this.getOrElse(index, defaultValue)\n if (index < 0)\n return defaultValue(index)\n val
iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n val element = iterator.next()\n if
(index == count++)\n return element\n }\n return defaultValue(index)\n}\n\n/**\n * Returns an element at
the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.\n *\n

```

```

* @sample samples.collections.Collections.Elements.elementAtOrElse\n *^\n@kotlin.internal.InlineOnly\npublic
inline fun <T> List<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or
`null` if the [index] is out of bounds of this collection.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\npublic fun <T>
Iterable<T>.elementAtOrNull(index: Int): T? {\n if (this is List)\n return this.getOrNull(index)\n if (index <
0)\n return
null\n val iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n val element =
iterator.next()\n if (index == count++)\n return element\n }\n return null\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this list.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *^\n@kotlin.internal.InlineOnly\npublic inline fun
<T> List<T>.elementAtOrNull(index: Int): T? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns the first
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.find(predicate: (T) -> Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Iterable<T>.findLast(predicate: (T) -> Boolean): T? {\n return lastOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n *^\n@kotlin.internal.InlineOnly\npublic inline fun <T>
List<T>.findLast(predicate: (T) -> Boolean): T? {\n return
lastOrNull(predicate)\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the
collection is empty.\n *^\npublic fun <T> Iterable<T>.first(): T {\n when (this) {\n is List -> return
this.first()\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw
NoSuchElementException("Collection is empty.")\n return iterator.next()\n }\n }\n}\n\n/**\n *
Returns the first element.\n * \n * @throws NoSuchElementException
if the list is empty.\n *^\npublic fun <T> List<T>.first(): T {\n if (isEmpty())\n throw
NoSuchElementException("List is empty.")\n return this[0]\n}\n\n/**\n * Returns the first element matching the
given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n *^\npublic inline fun <T>
Iterable<T>.first(predicate: (T) -> Boolean): T {\n for (element in this) if (predicate(element)) return element\n
throw NoSuchElementException("Collection contains no element matching the predicate.")\n}\n\n/**\n * Returns
the first non-null value produced by [transform] function being applied to elements of this collection in iteration
order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n *^\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>
Iterable<T>.firstNotNullOf(transform: (T) -> R?): R {\n return firstNotNullOfOrNull(transform)
?: throw NoSuchElementException("No element of the collection was transformed to a non-null
value.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to elements
of this collection in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n *^\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>
Iterable<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {\n for (element in this) {\n val result =
transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n *
Returns the first element, or `null` if the collection is empty.\n *^\npublic fun <T> Iterable<T>.firstOrNull(): T? {\n
when (this) {\n is List -> {\n if (isEmpty())\n return null\n else\n return this[0]\n }\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n return null\n return iterator.next()\n }\n}\n}\n\n/**\n * Returns the first element, or `null` if the list is empty.\n *^\npublic

```



```

fun <T> List<T>.firstOrNull(): T? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first element
matching the given [predicate], or `null` if element was not found.\n */\npublic inline fun <T>
Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {\n for (element in this) if (predicate(element)) return
element\n return null\n}\n\n/**\n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this list.\n */\n@kotlin.internal.InlineOnly\npublic inline
fun <T> List<T>.getOrNull(index: Int, defaultValue: (Int) -> T): T {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this list.\n */\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n */\npublic fun <T> List<T>.getOrNull(index: Int): T? {\n
return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of [element], or -
1 if the collection does not contain element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T>
Iterable<T>.indexOf(element: T): Int {\n if (this is List) return this.indexOf(element)\n var index = 0\n for
(item in this) {\n checkIndexOverflow(index)\n if (element == item)\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns first index of [element], or -1 if the list does not contain element.\n */\n
*\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in
some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOf(element: T): Int {\n return
indexOf(element)\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if the
collection does not contain such element.\n */\npublic inline fun <T> Iterable<T>.indexOfFirst(predicate: (T) ->
Boolean): Int {\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if
(predicate(item))\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the first
element matching the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun <T>
List<T>.indexOfFirst(predicate: (T) -> Boolean): Int {\n var index = 0\n for (item in this) {\n if
(predicate(item))\n return index\n index++\n }\n return -1\n}\n\n/**\n * Returns index of the last
element matching the given [predicate], or -1 if the collection does not contain such element.\n */\npublic inline fun
<T> Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n var
lastIndex = -1\n var index = 0\n for (item in this) {\n checkIndexOverflow(index)\n if
(predicate(item))\n lastIndex = index\n index++\n }\n return lastIndex\n}\n\n/**\n * Returns index of
the last element matching the given [predicate], or -1 if the list does not contain such element.\n */\npublic inline fun
<T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {\n val iterator = this.listIterator(size)\n while
(iterator.hasPrevious()) {\n if (predicate(iterator.previous()))\n return iterator.nextIndex()\n }\n return -1\n}\n\n/**\n * Returns the last element.\n */\n * \n * @throws NoSuchElementException if the collection
is empty.\n */\n * \n * @sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.last(): T
{\n when (this) {\n is List -> return this.last()\n else -> {\n val iterator = iterator()\n if
(!iterator.hasNext())\n throw NoSuchElementException("Collection is empty.")\n var last = iterator.next()\n while
(iterator.hasNext())\n last = iterator.next()\n return last\n }\n }\n}\n\n/**\n * Returns the last
element.\n */\n * \n * @throws NoSuchElementException if the list is empty.\n */\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic fun <T> List<T>.last(): T {\n if (isEmpty())\n throw NoSuchElementException("List is empty.")\n return this[lastIndex]\n}\n\n/**\n * Returns the last element
matching the given [predicate].\n */\n * \n * @throws NoSuchElementException if no such element is found.\n */\n * \n *
@sample samples.collections.Collections.Elements.last\n */\npublic inline fun <T> Iterable<T>.last(predicate: (T) -
> Boolean): T {\n var last: T? = null\n var found = false\n for (element in this) {\n if (predicate(element))\n last = element\n found = true\n }\n if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return last as T\n}\n\n/**\n * Returns the last element matching the
given [predicate].\n */\n * \n * @throws NoSuchElementException if no such element is found.\n */\n * \n * @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.last(predicate: (T) -> Boolean): T
{\n val iterator = this.listIterator(size)\n while (iterator.hasPrevious()) {\n val element = iterator.previous()\n

```

```

 if (predicate(element)) return element\n } \n throw NoSuchElementException("List contains no element
matching the predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the collection does not contain
element.\n */\npublic fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.lastIndexOf(element: T): Int {\n if
(this is List) return this.lastIndexOf(element)\n var lastIndex = -1\n var index = 0\n
 for (item in this) {\n checkIndexOverflow(index)\n if (element == item)\n lastIndex = index\n
index++\n }\n return lastIndex\n}\n\n/**\n * Returns last index of [element], or -1 if the list does not contain
element.\n */\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes
precedence in some cases\npublic fun <@kotlin.internal.OnlyInputTypes T> List<T>.lastIndexOf(element: T): Int
{\n return lastIndexOf(element)\n}\n\n/**\n * Returns the last element, or `null` if the collection is empty.\n */\n\n
@sample samples.collections.Collections.Elements.last\n */\npublic fun <T> Iterable<T>.lastOrNull(): T? {\n
when (this) {\n is List -> return if (isEmpty()) null else this[size - 1]\n else -> {\n val iterator =
iterator()\n if (!iterator.hasNext())\n return null\n var last = iterator.next()\n while
(iterator.hasNext())\n last = iterator.next()\n
 return last\n }\n}\n}\n\n/**\n * Returns the last element, or `null` if the list is empty.\n */\n\n
@sample samples.collections.Collections.Elements.last\n */\npublic fun <T> List<T>.lastOrNull(): T? {\n return
if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or `null`
if no such element was found.\n */\n\n @sample samples.collections.Collections.Elements.last\n */\npublic inline
fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {\n var last: T? = null\n for (element in this) {\n
 if (predicate(element)) {\n last = element\n }\n }\n return last\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n */\n\n @sample
samples.collections.Collections.Elements.last\n */\npublic inline fun <T> List<T>.lastOrNull(predicate: (T) ->
Boolean): T? {\n val iterator = this.listIterator(size)\n
 while (iterator.hasPrevious()) {\n val element = iterator.previous()\n if (predicate(element)) return
element\n }\n return null\n}\n\n/**\n * Returns a random element from this collection.\n */\n\n @throws
NoSuchElementException if this collection is empty.\n */\n\n @SinceKotlin("1.3")\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Collection<T>.random(): T {\n
return random(Random)\n}\n\n/**\n * Returns a random element from this collection using the specified source of
randomness.\n */\n\n @throws NoSuchElementException if this collection is empty.\n */\n\n @SinceKotlin("1.3")\n */\npublic fun <T> Collection<T>.random(random: Random): T {\n if (isEmpty())\n throw NoSuchElementException("Collection is empty.")\n return elementAt(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this collection, or `null` if this collection is empty.\n */\n\n
@SinceKotlin("1.4")\n */\n@WasExperimental(ExperimentalStdlibApi::class)\n */\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Collection<T>.randomOrNull(): T? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this collection using the specified source of randomness, or `null` if this collection is empty.\n */\n\n
@SinceKotlin("1.4")\n */\n@WasExperimental(ExperimentalStdlibApi::class)\n */\npublic fun <T>
Collection<T>.randomOrNull(random: Random): T? {\n if (isEmpty())\n return null\n return
elementAt(random.nextInt(size))\n}\n\n/**\n * Returns the single element, or throws an exception if the collection is
empty or has more than one element.\n */\n\n */\npublic fun <T> Iterable<T>.single(): T {\n when (this) {\n is List -
> return this.single()\n else -> {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw
NoSuchElementException("Collection is empty.")\n val single = iterator.next()\n if
(iterator.hasNext())\n throw IllegalArgumentException("Collection has
more than one element.")\n return single\n }\n}\n}\n\n/**\n * Returns the single element, or throws
an exception if the list is empty or has more than one element.\n */\n\n */\npublic fun <T> List<T>.single(): T {\n
return when (size) {\n 0 -> throw NoSuchElementException("List is empty.")\n 1 -> this[0]\n else -> throw
IllegalArgumentException("List has more than one element.")\n}\n}\n\n/**\n * Returns the single element
matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n\n */\npublic
inline fun <T> Iterable<T>.single(predicate: (T) -> Boolean): T {\n var single: T? = null\n var found = false\n

```

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for (element in this) {
 if (predicate(element)) {
 if (found) throw
IllegalArgumentException("Collection contains more than one matching element.")
 single = element
 found = true
 }
 if (!found) throw NoSuchElementException("Collection
contains no element matching the predicate.")
 @SuppressWarnings("UNCHECKED_CAST")
 return single as
T
}

/**
 * Returns single element, or `null` if the collection is empty or has more than one element.
 */
public fun <T> Iterable<T>.singleOrNull(): T? {
 when (this) {
 is List -> return if (size == 1) this[0]
 else null
 else -> {
 val iterator = iterator()
 if (!iterator.hasNext())
 return null
 val single = iterator.next()
 if (iterator.hasNext())
 return null
 return single
 }
}

/**
 * Returns single element, or `null` if the list is empty or has more than one element.
 */
public fun
<T> List<T>.singleOrNull(): T? {
 return if (size == 1) this[0] else null
}

/**
 * Returns the single element
matching the given [predicate], or `null` if element was not found or more than one element was found.
 */
public
inline fun
<T> Iterable<T>.singleOrNull(predicate: (T) -> Boolean): T? {
 var single: T? = null
 var found = false
 for (element in this) {
 if (predicate(element)) {
 if (found) return null
 single = element
 found = true
 }
 if (!found) return null
 }
 return single
}

/**
 * Returns a list containing all
elements except first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
samples.collections.Collections.Transformations.drop
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return toList()
 val list:
ArrayList<T>
 if (this is Collection<*>) {
 val resultSize = size - n
 if (resultSize <= 0)
 return
emptyList()
 if (resultSize == 1)
 return listOf(last())
 list = ArrayList<T>(resultSize)
 if
(this is List<T>)
 {
 if (this is RandomAccess)
 for (index in n until size)
 list.add(this[index])
 }
 else {
 for (item in listIterator(n))
 list.add(item)
 }
 return list
 }
 else {
 list = ArrayList<T>()
 var count = 0
 for (item in this) {
 if (count >= n)
 list.add(item)
 else ++count
 }
 return list.optimizeReadOnlyList()
 }
}

/**
 * Returns a list containing all
elements except last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample
samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 return take((size -
n).coerceAtLeast(0))
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
[predicate].
 */
@sample
samples.collections.Collections.Transformations.drop
public inline fun <T>
List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
 if (!isEmpty()) {
 val iterator =
listIterator(size)
 while (iterator.hasPrevious()) {
 if (!predicate(iterator.previous()))
 return
take(iterator.nextIndex() + 1)
 }
 return emptyList()
 }
}

/**
 * Returns a list containing
all elements except first elements that satisfy the given [predicate].
 * @sample
samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Iterable<T>.dropWhile(predicate:
(T) -> Boolean): List<T> {
 var yielding = false
 val list = ArrayList<T>()
 for (item in this) {
 if
(yielding)
 list.add(item)
 else if (!predicate(item)) {
 list.add(item)
 yielding = true
 }
 }
 return list
}

/**
 * Returns a list containing only elements
matching the given [predicate].
 * @sample
samples.collections.Collections.Filtering.filter
 */
public inline
fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {
 return filterTo(ArrayList<T>(),
predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param
[predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate
evaluation on the element.
 * @sample
samples.collections.Collections.Filtering.filterIndexed
 */
public
inline fun <T> Iterable<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
 return
filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to
the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 * @sample

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samples.collections.Collections.Filtering.filterIndexedTo
 *^public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterIndexedTo(destination: C, predicate:
(index: Int, T) -> Boolean): C { \n forEachIndexed { index, element -> \n if (predicate(index, element))
destination.add(element)\n }\n return destination\n}\n\n/** \n * Returns a list containing all elements that are
instances of specified type parameter R.\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstance
 *^public inline fun <reified R>
Iterable<*>.filterIsInstance(): List<@kotlin.internal.NoInfer R> { \n return
filterIsInstanceTo(ArrayList<R>())\n}\n\n/** \n * Appends all elements that are instances of specified type
parameter R to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterIsInstanceTo
 *^public inline fun <reified R, C :
MutableCollection<in R>> Iterable<*>.filterIsInstanceTo(destination: C): C { \n for (element in this) if (element is
R) destination.add(element)\n
 return destination\n}\n\n/** \n * Returns a list containing all elements not matching the given [predicate].\n * \n *
@sample samples.collections.Collections.Filtering.filter
 *^public inline fun <T> Iterable<T>.filterNot(predicate:
(T) -> Boolean): List<T> { \n return filterNotTo(ArrayList<T>(), predicate)\n}\n\n/** \n * Returns a list containing
all elements that are not `null`.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNull
 *^public
fun <T : Any> Iterable<T?>.filterNotNull(): List<T> { \n return filterNotNullTo(ArrayList<T>())\n}\n\n/** \n *
Appends all elements that are not `null` to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNullTo
 *^public fun <C : MutableCollection<in T>, T : Any>
Iterable<T?>.filterNotNullTo(destination: C): C { \n for (element in this) if (element != null)
destination.add(element)\n return destination\n}\n\n/** \n * Appends all elements not matching
the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo
 *^public inline fun <T, C : MutableCollection<in T>>
Iterable<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C { \n for (element in this) if
(!predicate(element)) destination.add(element)\n return destination\n}\n\n/** \n * Appends all elements matching
the given [predicate] to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo
 *^public inline fun <T, C : MutableCollection<in T>> Iterable<T>.filterTo(destination: C, predicate: (T) ->
Boolean): C { \n for (element in this) if (predicate(element)) destination.add(element)\n return
destination\n}\n\n/** \n * Returns a list containing elements at indices in the specified [indices] range.\n * ^public
fun <T> List<T>.slice(indices: IntRange): List<T> { \n if (indices.isEmpty()) return listOf()\n return
this.subList(indices.start, indices.endInclusive
 + 1).toList()\n}\n\n/** \n * Returns a list containing elements at specified [indices].\n * ^public fun <T>
List<T>.slice(indices: Iterable<Int>): List<T> { \n val size = indices.collectionSizeOrDefault(10)\n if (size == 0)
return emptyList()\n val list = ArrayList<T>(size)\n for (index in indices) { \n list.add(get(index))\n }\n
return list\n}\n\n/** \n * Returns a list containing first [n] elements.\n * \n * @throws IllegalArgumentException if
[n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.take
 *^public fun <T>
Iterable<T>.take(n: Int): List<T> { \n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n
== 0) return emptyList()\n if (this is Collection<T>) { \n if (n >= size) return toList()\n if (n == 1) return
listOf(first())\n }\n var count = 0\n val list = ArrayList<T>(n)\n for (item in this) { \n list.add(item)\n
 if (++count == n)\n break\n }\n return list.optimizeReadOnlyList()\n}\n\n/** \n * Returns a list containing last [n] elements.\n * \n *
@throws IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take
 *^public fun <T> List<T>.takeLast(n: Int): List<T> { \n
require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val size =
size\n if (n >= size) return toList()\n if (n == 1) return listOf(last())\n val list = ArrayList<T>(n)\n if (this is
RandomAccess) { \n for (index in size - n until size)\n list.add(this[index])\n } else { \n for (item in
listIterator(size - n))\n list.add(item)\n }\n return list\n}\n\n/** \n * Returns a list containing last elements
satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take
 *^public

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inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean):
List<T> {\n if (isEmpty())\n return emptyList()\n val iterator = listIterator(size)\n while
(iterator.hasPrevious()) {\n if (!predicate(iterator.previous())) {\n iterator.next()\n val
expectedSize = size - iterator.nextIndex()\n if (expectedSize == 0) return emptyList()\n return
ArrayList<T>(expectedSize).apply {\n while (iterator.hasNext())\n add(iterator.next())\n
}\n }\n }\n return toList()\n}\n\n/**\n * Returns a list containing first elements satisfying the given
[predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n */\n\npublic inline fun <T>
Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {\n val list = ArrayList<T>()\n for (item in this) {\n
if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Reverses elements in the
list in-place.\n */\n\npublic expect fun
<T> MutableList<T>.reverse(): Unit\n\n/**\n * Returns a list with elements in reversed order.\n */\n\npublic fun <T>
Iterable<T>.reversed(): List<T> {\n if (this is Collection && size <= 1) return toList()\n val list =
toMutableList()\n list.reverse()\n return list\n}\n\n/**\n * Randomly shuffles elements in this list in-place using
the specified [random] instance as the source of randomness.\n * \n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm\n
*/\n\n@SinceKotlin("1.3")\n\npublic fun <T> MutableList<T>.shuffle(random: Random): Unit {\n for (i in lastIndex
downTo 1) {\n val j = random.nextInt(i + 1)\n this[j] = this.set(i, this[j])\n }\n}\n\n/**\n * Sorts elements
in the list in-place according to natural sort order of the value returned by specified [selector] function.\n * \n * The
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n */\n\npublic
inline fun <T,
R : Comparable<R>> MutableList<T>.sortBy(crossinline selector: (T) -> R?): Unit {\n if (size > 1)
sortWith(compareBy(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to natural sort
order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal
elements preserve their order relative to each other after sorting.\n */\n\npublic inline fun <T, R : Comparable<R>>
MutableList<T>.sortByDescending(crossinline selector: (T) -> R?): Unit {\n if (size > 1)
sortWith(compareByDescending(selector))\n}\n\n/**\n * Sorts elements in the list in-place descending according to
their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to
each other after sorting.\n */\n\npublic fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {\n
sortWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to their natural sort order.\n *
\n * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n
*/\n\npublic fun <T : Comparable<T>> Iterable<T>.sorted(): List<T> {\n if (this is Collection) {\n if (size <= 1)
return this.toList()\n @SuppressWarnings("UNCHECKED_CAST")\n return (toTypedArray<Comparable<T>>())
as Array<T>).apply { sort() }.asList()\n }\n return toMutableList().apply { sort() }\n}\n\n/**\n * Returns a list of
all elements sorted according to natural sort order of the value returned by specified [selector] function.\n * \n * The
sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n * \n *
*/\n\n@sample samples.collections.Collections.Sorting.sortedBy\n\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.sortedBy(crossinline selector: (T) -> R?): List<T> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending according to natural
sort order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal
elements preserve their order relative to each other after sorting.\n */\n\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.sortedByDescending(crossinline selector: (T) -> R?): List<T> {\n return
sortedWith(compareByDescending(selector))\n}\n\n/**\n * Returns a list of all elements sorted descending
according to their natural sort order.\n * \n * The sort is _stable_. It means that equal elements preserve their order
relative to each other after sorting.\n */\n\npublic fun <T : Comparable<T>> Iterable<T>.sortedDescending(): List<T>
{\n return sortedWith(reverseOrder())\n}\n\n/**\n * Returns a list of all elements sorted according to the specified
[comparator].\n * \n * The sort is _stable_. It means that equal elements preserve their order relative to each other
after sorting.\n */\n\npublic fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {\n

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 if (this is Collection) {\n if (size <= 1) return this.toList()\n @Suppress("UNCHECKED_CAST")\n return (toTypedArray<Any?>()) as Array<T>}.apply { sortWith(comparator) }.asList()\n }\n return\n toMutableList().apply { sortWith(comparator) }\n}\n\n/**\n * Returns an array of Boolean containing all of the\n * elements of this collection.\n */\npublic fun Collection<Boolean>.toBooleanArray(): BooleanArray {\n val result\n = BooleanArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return\n result\n}\n\n/**\n * Returns an array of Byte containing all of the elements of this collection.\n */\npublic fun\n Collection<Byte>.toByteArray(): ByteArray {\n val result = ByteArray(size)\n var index = 0\n for (element in\n this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Char containing all of the\n * elements of this collection.\n */\npublic fun Collection<Char>.toCharArray(): CharArray\n {\n val result = CharArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Double containing all of the elements of this collection.\n */\npublic\n fun Collection<Double>.toDoubleArray(): DoubleArray {\n val result = DoubleArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Float\n * containing all of the elements of this collection.\n */\npublic fun Collection<Float>.toFloatArray(): FloatArray {\n val result = FloatArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return\n result\n}\n\n/**\n * Returns an array of Int containing all of the elements of this collection.\n */\npublic fun\n Collection<Int>.toIntArray(): IntArray {\n val result = IntArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Long containing all of the elements of this collection.\n */\npublic fun\n Collection<Long>.toLongArray(): LongArray {\n val result = LongArray(size)\n var index = 0\n for (element\n in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of Short containing all of\n * the elements of this collection.\n */\npublic fun Collection<Short>.toShortArray(): ShortArray {\n val result =\n ShortArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return\n result\n}\n\n/**\n * Returns a [Map] containing key-value pairs provided by [transform] function\n * applied to\n * elements of the given collection.\n * \n * If any of two pairs would have the same key the last one gets added to the\n * map.\n * \n * The returned map preserves the entry iteration order of the original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.associate\n */\npublic inline fun <T,\n K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n val capacity =\n mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K,\n V>(capacity), transform)\n}\n\n/**\n * Returns a [Map] containing the elements from the given collection indexed\n * by the key\n * returned from [keySelector] function applied to each element.\n * \n * If any two elements would\n * have the same key returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves\n * the entry iteration order of the original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.associateBy\n */\npublic inline fun <T, K>\n Iterable<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n val capacity =\n mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,\n T>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the values provided by [valueTransform] and\n * indexed by [keySelector]\n * functions applied to elements of the given collection.\n * \n * If any two elements would have the same key\n * returned by [keySelector] the last one gets added to the map.\n * \n * The returned map preserves the entry iteration\n * order of the original collection.\n * \n * @sample\n * samples.collections.Collections.Transformations.associateByWithValueTransform\n */\npublic inline fun <T, K, V>\n Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n val capacity =\n mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)\n return associateByTo(LinkedHashMap<K,\n V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and returns the [destination] mutable map with\n * key-value pairs,\n * where key is provided by the [keySelector] function applied to each element of the given\n * collection\n * and value is the element itself.\n * \n * If any two elements would have the same key returned by\n * [keySelector] the last one gets added to the map.\n * \n */

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\n * @sample samples.collections.Collections.Transformations.associateByTo\n */\npublic inline fun <T, K, M :
MutableMap<in K, in T>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element
in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates
and returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector]
function and\n * and value is provided by the [valueTransform] function applied to elements of the given
collection.\n * \n * If any two elements would have the same key returned by [keySelector] the last one gets added
to the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateByToWithValueTransform\n */\npublic inline fun <T, K,
V, M : MutableMap<in K, in V>> Iterable<T>.associateByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs\n * provided by [transform] function applied to each element of the given collection.\n *
\n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateTo\n */\npublic inline fun <T, K, V, M : MutableMap<in
K, in V>> Iterable<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this) {\n
destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are
elements from the given collection and values are\n * produced by the [valueSelector] function applied to each
element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original collection.\n * \n * @sample
samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin("1.3")\npublic inline fun <K,
V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n val result = LinkedHashMap<K,
V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each
element of the given collection,\n * where key is the element itself and value is provided by the [valueSelector]
function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the
map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n
*/\n@SinceKotlin("1.3")\npublic inline fun <K, V, M : MutableMap<in K, in V>>
Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n for (element in this) {\n
destination.put(element, valueSelector(element))\n }\n
return destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n */\npublic fun <T, C :
MutableCollection<in T>> Iterable<T>.toCollection(destination: C): C {\n for (item in this) {\n
destination.add(item)\n }\n return destination\n}\n\n/**\n * Returns a new [HashSet] of all elements.\n
*/\npublic fun <T> Iterable<T>.toHashSet(): HashSet<T> {\n return
toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))\n}\n\n/**\n * Returns a [List] containing all
elements.\n */\npublic fun <T> Iterable<T>.toList(): List<T> {\n if (this is Collection) {\n return when (size)
{\n 0 -> emptyList()\n 1 -> listOf(if (this is List) get(0) else iterator().next())\n else ->
this.toMutableList()\n }\n }\n return this.toMutableList().optimizeReadOnlyList()\n}\n\n/**\n * Returns a
new [MutableList] filled with all elements of this collection.\n */\npublic fun <T> Iterable<T>.toMutableList():
MutableList<T> {\n if (this is Collection<T>)\n return this.toMutableList()\n return
toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this collection.\n
*/\npublic fun <T> Collection<T>.toMutableList(): MutableList<T> {\n return ArrayList(this)\n}\n\n/**\n *
Returns a [Set] of all elements.\n * \n * The returned set preserves the element iteration order of the original
collection.\n */\npublic fun <T> Iterable<T>.toSet(): Set<T> {\n if (this is Collection) {\n return when (size)
{\n 0 -> emptySet()\n 1 -> setOf(if (this is List) this[0] else iterator().next())\n else ->
toCollection(LinkedHashSet<T>(mapCapacity(size)))\n }\n }\n return
toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}\n\n/**\n * Returns a single list of all elements
yielded from results of [transform] function being invoked on each element of original collection.\n * \n * @sample

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samples.collections.Collections.Transformations.flatMap\n
*/\npublic inline fun <T, R> Iterable<T>.flatMap(transform: (T) -> Iterable<R>): List<R> {\n return
flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of
[transform] function being invoked on each element of original collection.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapSequence")\npublic inline fun <T, R>
Iterable<T>.flatMap(transform: (T) -> Sequence<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element\n * and its index in the original collection.\n * \n * @sample
samples.collections.Collections.Transformations.flatMapIndexed\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element\n * and its index in the original collection.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedSequence")\n@kotlin.internal.InlineOnly\npubli
c inline fun <T, R> Iterable<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded
from results of [transform] function being invoked on each element\n * and its index in the original collection, to
the given [destination].\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index:
Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element\n * and its index in the original collection, to the given [destination].\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapIndexedSequenceTo")\n@kotlin.internal.InlineOnly\npu
blic
inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapIndexedTo(destination: C, transform: (index:
Int, T) -> Sequence<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original collection, to the given [destination].\n */\npublic inline fun <T, R, C : MutableCollection<in
R>> Iterable<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for (element in this) {\n val
list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all
elements yielded from results of [transform] function being invoked on each element of original collection, to the
given [destination].\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("\flatMapSequenceTo")\npublic
inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.flatMapTo(destination: C, transform: (T) ->
Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n
}\n return destination\n}\n\n/**\n * Groups elements of the original collection by the key returned by the given
[keySelector] function\n * applied to each element and returns a map where each group key is associated with a list

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of corresponding elements.

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 * \n * The returned map preserves the entry iteration order of the keys produced from
 the original collection.
 * \n * @sample samples.collections.Collections.Transformations.groupBy
 * \n * public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
 * \n * return groupByTo(LinkedHashMap<K, MutableList<T>>()),
 * \n * keySelector)
 * \n * \n * Groups values returned by the [valueTransform] function applied to each element of the
 original collection
 * \n * by the key returned by the given [keySelector] function applied to the element
 * \n * and returns a map where each group key is associated with a list of corresponding values.
 * \n * The returned map preserves the entry iteration order of the keys produced from the original collection.
 * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 * \n * public inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
 * \n * return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
 * \n * \n * Groups elements of the original collection by the key returned by the given [keySelector] function
 * \n * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * \n * @return The [destination] map.
 * \n * @sample samples.collections.Collections.Transformations.groupBy
 * \n * public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {
 * \n * for (element in this) {
 * \n * val key = keySelector(element)
 * \n * val list = destination.getOrPut(key) { ArrayList<T>() }
 * \n * list.add(element)
 * \n * }
 * \n * return destination
 * \n * \n * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * \n * by the key returned by the given [keySelector] function applied to the element
 * \n * and puts to the [destination] map each group key associated with a list of corresponding values.
 * \n * @return The [destination] map.
 * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues
 * \n * public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
 * \n * for (element in this) {
 * \n * val key = keySelector(element)
 * \n * val list = destination.getOrPut(key) { ArrayList<V>() }
 * \n * list.add(valueTransform(element))
 * \n * }
 * \n * return destination
 * \n * \n * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * \n * using the specified [keySelector] function to extract a key from each element.
 * \n * @sample samples.collections.Grouping.groupingByEachCount
 * \n * @SinceKotlin("1.1")
 * \n * public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
 * \n * return object : Grouping<T, K> {
 * \n * override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
 * \n * override fun keyOf(element: T): K = keySelector(element)
 * \n * }
 * \n * \n * Returns a list containing the results of applying the given [transform] function
 * \n * to each element in the original collection.
 * \n * @sample samples.collections.Collections.Transformations.map
 * \n * public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
 * \n * return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
 * \n * \n * Returns a list containing the results of applying the given [transform] function
 * \n * to each element and its index in the original collection.
 * \n * @param [transform] function that takes the index of an element and the element itself
 * \n * and returns the result of the transform applied to the element.
 * \n * public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
 * \n * return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
 * \n * \n * Returns a list containing only the non-null results of applying the given [transform] function
 * \n * to each element and its index in the original collection.
 * \n * @param [transform] function that takes the index of an element and the element itself
 * \n * and returns the result of the transform applied to the element.
 * \n * public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
 * \n * return mapIndexedNotNullTo(ArrayList<R>(), transform)
 * \n * \n * Applies the given [transform] function to each element and its index in the original collection
 * \n * and appends only the non-null results to the given [destination].
 * \n * @param [transform] function that takes the index of an element and the element itself
 * \n * and returns the result of the transform applied to the element.
 * \n * public inline fun <T, R : Any, C : MutableCollection<in R>>

```

```

Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
 for (index, element) in this {
 destination.add(transform(index, element))
 }
 return destination
}

Applies the given [transform] function to each element and its index in the original collection
and appends the results to the given [destination].

@param [transform] function that takes the index of an element and the element
itself and returns the result of the transform applied to the element.

public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
 var index = 0
 for (item in this)
 destination.add(transform(checkIndexOverflow(index++), item))
 return destination
}

Returns a list containing only the non-null results of applying the given [transform]
function to each element in the original collection.

@sample
samples.collections.Collections.Transformations.mapNotNull

public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
 return mapNotNullTo(ArrayList<R>(), transform)
}

Applies the given [transform] function to each element in the original collection
and appends only the non-null results to the given [destination].

public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination:
C, transform: (T) -> R?): C {
 for (element) in this {
 destination.add(transform(element))
 }
 return destination
}

Applies the given [transform] function to each element of the original collection
and appends the results to the given [destination].

public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
 for (item in this)
 destination.add(transform(item))
 return destination
}

Returns a lazy [Iterable] that wraps each element of the original collection
into an [IndexedValue] containing the index of that element and the element
itself.

public fun <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
 return IndexingIterable { iterator() }
}

Returns a list containing only distinct elements from the given collection.
Among equal elements of the given collection, only the first one will be present in the resulting list.

* The elements in the resulting list are in the same order as they were in the source collection.

@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy

public fun <T> Iterable<T>.distinct(): List<T> {
 return this.toMutableSet().toList()
}

Returns a list containing only elements from the given collection
having distinct keys returned by the given [selector] function.
Among elements of the given collection with equal keys, only the first one will be present in the resulting list.
The elements in the resulting list are in the same order as they were in the source collection.

@sample
samples.collections.Collections.Transformations.distinctAndDistinctBy

public inline fun <T, K> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
 val set = HashSet<K>()
 val list = ArrayList<T>()
 for (e in this) {
 val key = selector(e)
 if (set.add(key))
 list.add(e)
 }
 return list
}

Returns a set containing all elements that are contained by both this collection and the
specified collection.
The returned set preserves the element iteration order of the original collection.

To get a set containing all elements that are contained at least in one of these collections use [union].

public infix fun <T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
 val set = this.toMutableSet()
 set.retainAll(other)
 return set
}

Returns a set containing all elements that are contained by this
collection and not contained by the specified collection.
The returned set preserves the element iteration
order of the original collection.

public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
 val set = this.toMutableSet()
 set.removeAll(other)
 return set
}

Returns a new [MutableSet] containing all distinct elements from the given collection.
The returned set preserves the element iteration order of the original collection.

public fun <T> Iterable<T>.toMutableSet(): MutableSet<T> {
 return when (this) {
 is Collection<T> -> LinkedHashSet<T>()
 else -> toCollection(LinkedHashSet<T>())
 }
}

Returns a set containing all distinct elements from both collections.
The returned set preserves the element iteration order of the
original collection.
Those elements of the [other] collection that are unique are iterated in the end
in the order of the [other] collection.
To get a set containing all elements that are contained in both collections use

```



```

*^@kotlin.internal.HidesMembers\npublic inline fun <T> Iterable<T>.forEach(action: (T) -> Unit): Unit {\n for
(element in this) action(element)\n}\n\n/**\n * Performs the given [action] on
each element, providing sequential index with the element.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n */\npublic inline fun <T>
Iterable<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {\n var index = 0\n for (item in this)
action(checkIndexOverflow(index++), item)\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is
`NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n*^@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun Iterable<Double>.max(): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN`
returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n */\n*^@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun Iterable<Float>.max(): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element.\n * \n * If any of elements is `NaN`
returns the first element yielding the largest value of the given function.\n * \n * @throws
NoSuchElementException if the collection is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n */\n*^@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow")\n@Suppress("CONFLICTING_OVERL
OADS")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxBy(selector: (T) -> R): T {\n val iterator =
iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var maxElem = iterator.next()\n if
(!iterator.hasNext()) return maxElem\n var maxValue = selector(maxElem)\n do {\n val e = iterator.next()\n
val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n } while
(iterator.hasNext())\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the
given function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n */\n*^@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.maxByOrNull(selector: (T) ->
R): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxElem = iterator.next()\n if
(!iterator.hasNext()) return maxElem\n var maxValue = selector(maxElem)\n do {\n val e = iterator.next()\n
val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n } while
(iterator.hasNext())\n return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by
[selector] function\n * applied to each element in the collection.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the collection is
empty.\n */\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable<T>.maxOf(selector: (T) -> Double): Double {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the collection.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result

```

```

is `NaN`. \n * \n * @throws NoSuchElementException if the collection is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOf(selector: (T) ->
Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n
 var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the collection.\n * \n * @throws
NoSuchElementException if the collection is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.maxOf(selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v
= selector(iterator.next())\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n
*\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.maxOfOrNull(selector: (T)
-> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue =
selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n * \n
*\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable<T>.maxOfOrNull(selector: (T) -> Float): Float? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n
val v = selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n *
Returns the largest value among all values produced by [selector] function\n * applied to each element in the
collection or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Iterable<T>.maxOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return
null\n var maxValue =
selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (maxValue <
v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to
the provided [comparator]\n * among all values produced by [selector] function applied to each element in the
collection.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Iterable<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(maxValue, v) < 0) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n *
among all values produced by [selector] function applied to each element in the collection or `null` if there are no
elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Iterable<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator =
iterator()\n if (!iterator.hasNext()) return null\n var max = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(max, v) < 0) {\n
max = v\n }\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if there are no
elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n */\n\n@SinceKotlin("1.4")\npublic fun
Iterable<Double>.maxOrNull():
Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*/\n\n@SinceKotlin("1.4")\npublic fun Iterable<Float>.maxOrNull(): Float? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Iterable<T>.maxOrNull(): T?
{\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while
(iterator.hasNext()) {\n
 val e = iterator.next()\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first element
having the largest value according to the provided [comparator].\n * \n * @throws NoSuchElementException if the
collection is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVER
LOADS")\npublic fun <T> Iterable<T>.maxWith(comparator: Comparator<in T>): T {\n val iterator =
iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var max = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n
return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator]
or `null` if there are no elements.\n */\n\n@SinceKotlin("1.4")\npublic fun <T>
Iterable<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if
(!iterator.hasNext())
return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the smallest element.\n * \n *
If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*/\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun Iterable<Double>.min(): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n *
If any of elements is `NaN` returns `NaN`.\n * \n * @throws NoSuchElementException if the collection is empty.\n
*/\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic
fun Iterable<Float>.min(): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element.\n * \n *
@throws NoSuchElementException if the collection is empty.\n */\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOA
DS")\npublic fun <T : Comparable<T>> Iterable<T>.min(): T {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext())
{\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the first element
yielding the smallest value of the given function.\n * \n * @throws NoSuchElementException if the collection is
empty.\n * \n * @sample samples.collections.Collections.Aggregates.minBy\n */

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*^@SinceKotlin("1.7")@kotlin.jvm.JvmName("minByOrThrow")@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minBy(selector: (T) -> R): T {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n */\n * @sample\n samples.collections.Collections.Aggregates.minByOrNull\n\n*^@SinceKotlin("1.4")\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n */\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n * @throws NoSuchElementException if the collection is empty.\n\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n */\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n * @throws NoSuchElementException if the collection is empty.\n\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOf(selector: (T) -> Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection.\n */\n * @throws NoSuchElementException if the collection is empty.\n\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>> Iterable<T>.minOf(selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n */\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector: (T) -> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n */\n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n\n*^@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.minOfOrNull(selector:

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(T) -> Float): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var minValue =
selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n minValue =
minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the collection or `null` if there are no elements.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T, R : Comparable<R>>
Iterable<T>.minOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return
null\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v =
selector(iterator.next())\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among
all values produced by [selector] function applied to each element in the collection.\n * \n * @throws
NoSuchElementException if the collection is empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T, R> Iterable<T>.minOfWith(comparator:
Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v
= selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n
return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all
values produced by [selector] function applied
to each element in the collection or `null` if there are no elements.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T, R>
Iterable<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n val iterator =
iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are
no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n *\n @SinceKotlin("1.4")\n public fun
Iterable<Double>.minOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var
min = iterator.next()\n while (iterator.hasNext())\n {\n val e = iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest
element or `null` if there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n
*\n @SinceKotlin("1.4")\n public fun Iterable<Float>.minOrNull(): Float? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n min = minOf(min, e)\n }\n return min\n}\n\n/**\n * Returns the smallest element or `null` if
there are no elements.\n *\n @SinceKotlin("1.4")\n public fun <T : Comparable<T>> Iterable<T>.minOrNull(): T?
{\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n}\n\n/**\n *
Returns the first element having the smallest value according to the
provided [comparator].\n * \n * @throws NoSuchElementException if the collection is empty.\n
*\n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minWithOrThrow")\n @Suppress("CONFLICTING_OVER
LOADS")\n public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T {\n val iterator = iterator()\n
if (!iterator.hasNext()) throw NoSuchElementException()\n var min = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(min, e) > 0) min = e\n }\n
return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator] or
`null` if there are no elements.\n *\n @SinceKotlin("1.4")\n public fun <T>
Iterable<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n if (comparator.compare(min, e) > 0) min

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= e\n } \n return min\n}\n\n/**\n * Returns `true` if the collection has no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *\npublic fun <T> Iterable<T>.none(): Boolean {\n if (this is
Collection) return isEmpty()\n return iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the
given [predicate].\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic
inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {\n if (this is Collection && isEmpty())
return true\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Performs the
given [action] on each element and returns the collection itself afterwards.\n *\n@SinceKotlin("1.1")\npublic
inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential
index with the element,\n * and returns the collection itself afterwards.\n * @param [action] function that takes the
index of an element and the element itself\n * and performs the action on the element.\n
*\n@SinceKotlin("1.4")\npublic inline fun <T, C : Iterable<T>> C.onEachIndexed(action: (index: Int, T) -> Unit):
C {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Throws an
exception if this collection is empty. If the collection can be empty in an expected way,\n * please use
[reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes
current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun <S, T : S> Iterable<T>.reduce(operation:
(acc:
S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext()) throw
UnsupportedOperationException("Empty collection can't be reduced.")\n var accumulator: S = iterator.next()\n
while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation] from left to
right\n * to current accumulator value and each element with its index in the original collection.\n * \n * Throws an
exception if this collection is empty. If the collection can be empty in an expected way,\n * please use
[reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function
that takes the index of an element, current accumulator value and the element itself,\n * and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n *\npublic inline fun <S,
T : S> Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {\n val iterator = this.iterator()\n if
(!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")\n var index =
1\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator =
operation(checkIndexOverflow(index++), accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element with its index in the original collection.\n * \n * Returns `null` if the collection
is empty.\n * \n * @param [operation] function that takes the index of an element, current accumulator value and the
element itself,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceOrNull\n *\n@SinceKotlin("1.4")\npublic inline fun <S, T : S>
Iterable<T>.reduceIndexedOrNull(operation:
(index: Int, acc: S, T) -> S): S? {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return null\n
var index = 1\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n accumulator =
operation(checkIndexOverflow(index++), accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n *
Accumulates value starting with the first element and applying [operation] from left to right\n * to current
accumulator value and each element.\n * \n * Returns `null` if the collection is empty.\n * \n * @param [operation]
function that takes current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n *
@sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n val iterator = this.iterator()\n if

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(!iterator.hasNext()) return null\n var accumulator: S = iterator.next()\n while (iterator.hasNext()) {\n
accumulator = operation(accumulator, iterator.next())\n }\n return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left\n * to each element and current accumulator
value.\n * \n * Throws an exception if this list is empty. If the list can be empty in an expected way,\n * please use
[reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\npublic inline fun <S, T : S>
List<T>.reduceRight(operation: (T, acc: S) -> S): S {\n val iterator = listIterator(size)\n if
(!iterator.hasPrevious())\n throw UnsupportedOperationException("Empty list can't be reduced.")\n var accumulator: S = iterator.previous()\n while (iterator.hasPrevious()) {\n accumulator =
operation(iterator.previous(), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting
with the last element and applying [operation] from right to left\n * to each element with its index in the original list
and current accumulator value.\n * \n * Throws an exception if this list is empty. If the list can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n */\npublic inline fun <S, T : S>
List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {\n val iterator = listIterator(size)\n if
(!iterator.hasPrevious())\n throw UnsupportedOperationException("Empty list can't be reduced.")\n var accumulator: S =
iterator.previous()\n while (iterator.hasPrevious()) {\n val index = iterator.previousIndex()\n accumulator
= operation(index, iterator.previous(), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value
starting with the last element and applying [operation] from right to left\n * to each element with its index in the
original list and current accumulator value.\n * \n * Returns `null` if the list is empty.\n * \n * @param [operation]
function that takes the index of an element, the element itself and current accumulator value,\n * and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin("1.4")\npublic inline fun <S, T : S> List<T>.reduceRightIndexedOrNull(operation: (index: Int,
T, acc: S) -> S): S? {\n val iterator = listIterator(size)\n if (!iterator.hasPrevious())\n return null\n var accumulator: S = iterator.previous()\n while (iterator.hasPrevious()) {\n val index =
iterator.previousIndex()\n accumulator = operation(index, iterator.previous(), accumulator)\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element and current accumulator value.\n * \n * Returns `null` if the list is empty.\n * \n * @param
[operation] function that takes an element and current accumulator value,\n * and calculates the next accumulator
value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S>
List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {\n val iterator = listIterator(size)\n if
(!iterator.hasPrevious())\n return null\n var accumulator: S = iterator.previous()\n while
(iterator.hasPrevious())\n {\n accumulator = operation(iterator.previous(), accumulator)\n }\n return accumulator\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and an element, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\npublic inline fun <T, R> Iterable<T>.runningFold(initial: R, operation: (acc: R, T) ->
R): List<R> {\n val estimatedSize = collectionSizeOrDefault(9)\n if (estimatedSize == 0) return listOf(initial)\n val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n

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 var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n }\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n */\n@SinceKotlin("1.4")\npublic inline fun <T, R> Iterable<T>.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n val estimatedSize = collectionSizeOrDefault(9)\n if (estimatedSize == 0) return listOf(initial)\n val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }\n var index = 0\n var accumulator = initial\n for (element in this) {\n accumulator = operation(index++, accumulator, element)\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.runningReduce(operation: (acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n while (iterator.hasNext()) {\n accumulator = operation(accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <S, T : S> Iterable<T>.runningReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {\n val iterator = this.iterator()\n if (!iterator.hasNext()) return emptyList()\n var accumulator: S = iterator.next()\n val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }\n var index = 1\n while (iterator.hasNext()) {\n accumulator = operation(index++, accumulator, iterator.next())\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original collection and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next

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accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <T, R>
Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the collection.\n *\n@Deprecated("Use sumOf instead.\",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun <T>
Iterable<T>.sumBy(selector: (T) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the collection.\n *\n@Deprecated("Use sumOf instead.\",
ReplaceWith("this.sumOf(selector)"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic
inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {\n var sum: Double = 0.0\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Double): Double {\n var sum: Double = 0.toDouble()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable<T>.sumOf(selector: (T) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
<T> Iterable<T>.sumOf(selector: (T) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each element in the collection.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable<T>.sumOf(selector: (T) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each element in the collection.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun <T> Iterable<T>.sumOf(selector: (T) -> ULong): ULong
{\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns an original collection containing all the non-`null` elements, throwing an
[IllegalArgumentException] if there are any `null` elements.\n *\npublic fun <T
: Any> Iterable<T?.>.requireNotNulls(): Iterable<T> {\n for (element in this) {\n if (element == null) {\n
throw IllegalArgumentException("null element found in $this.")\n }\n }\n }\n
*\n@Suppress("UNCHECKED_CAST")\n return this as Iterable<T>\n}\n\n/**\n * Returns an original collection
containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.\n
*\npublic fun <T : Any> List<T?.>.requireNotNulls(): List<T> {\n for (element in this) {\n if (element ==
null) {\n throw IllegalArgumentException("null element found in $this.")\n }\n }\n }\n
*\n@Suppress("UNCHECKED_CAST")\n return this as List<T>\n}\n\n/**\n * Splits this collection into a list of
lists each not exceeding the given [size].\n *\n * The last list in the resulting list may have fewer elements than the

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given [size].\n \* \n \* @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n \* \n \* @sample

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samples.collections.Collections.Transformations.chunked\n * \n * @SinceKotlin("1.2")\npublic fun <T>
Iterable<T>.chunked(size: Int): List<List<T>> {\n return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this collection into several lists each not exceeding the given [size]\n * and applies the given [transform] function to an each.\n * \n * @return list of results of the [transform] applied to an each list.\n * \n * Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n * The last list may have fewer elements than the given [size].\n * \n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this collection.\n * \n * @sample samples.text.Strings.chunkedTransform\n * \n * @SinceKotlin("1.2")\npublic
fun <T, R> Iterable<T>.chunked(size: Int, transform: (List<T>) -> R): List<R> {\n return windowed(size, size, partialWindows = true, transform = transform)\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n * \n * @public operator fun <T>
Iterable<T>.minus(element: T): List<T> {\n val result = ArrayList<T>(collectionSizeOrDefault(10))\n var removed = false\n return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] array.\n * \n * @public operator fun <T> Iterable<T>.minus(elements: Array<out T>): List<T> {\n if (elements.isEmpty()) return this.toList()\n return this.filterNot { it in elements }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.\n * \n * @public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {\n val other = elements.convertToListIfNotCollection()\n if (other.isEmpty())\n return this.toList()\n return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.\n * \n * @public operator fun <T>
Iterable<T>.minus(elements: Sequence<T>): List<T> {\n val other = elements.toList()\n if (other.isEmpty())\n return this.toList()\n return this.filterNot { it in other }\n}\n\n/**\n * Returns a list containing all elements of the original collection without the first occurrence of the given [element].\n * \n * @kotlin.internal.InlineOnly\n * \n * @public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {\n return minus(element)\n}\n\n/**\n * Splits the original collection into pair of lists,\n * where *first* list contains elements for which [predicate] yielded `true`,\n * while *second* list contains elements for which [predicate] yielded `false`.\n * \n * @sample samples.collections.Iterables.Operations.partition\n * \n * @public inline fun <T>
Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n val first = ArrayList<T>()\n val second = ArrayList<T>()\n for (element in this) {\n if (predicate(element)) {\n first.add(element)\n } else {\n second.add(element)\n }\n }\n return Pair(first, second)\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n * \n * @public operator fun <T>
Iterable<T>.plus(element: T): List<T> {\n if (this is Collection) return this.plus(element)\n val result = ArrayList<T>()\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then the given [element].\n * \n * @public operator fun <T> Collection<T>.plus(element: T): List<T> {\n val result = ArrayList<T>(size + 1)\n result.addAll(this)\n result.add(element)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n * \n * @public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {\n if (this is Collection) return this.plus(elements)\n val result = ArrayList<T>()\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.\n * \n * @public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {\n val result = ArrayList<T>(this.size + elements.size)\n result.addAll(this)\n result.addAll(elements)\n return result\n}\n\n/**\n * Returns a list containing all elements of the original collection and

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then all elements of the given [elements] collection.
public operator fun <T> Iterable<T>.plus(elements:
Iterable<T>): List<T> {
 if (this is Collection) return this.plus(elements)
 val result = ArrayList<T>()
 result.addAll(this)
 result.addAll(elements)
 return result
}
Returns a list containing all elements
of the original collection and then all elements of the given [elements] collection.
public operator fun <T>
Collection<T>.plus(elements: Iterable<T>): List<T> {
 if (elements is Collection) {
 val result =
ArrayList<T>(this.size + elements.size)
 result.addAll(this)
 result.addAll(elements)
 return result
 } else {
 val result = ArrayList<T>(this)
 result.addAll(elements)
 return result
 }
}
Returns a list containing all elements of the original collection and then all elements of the given [elements]
sequence.
public operator fun <T> Iterable<T>.plus(elements:
Sequence<T>): List<T> {
 val result = ArrayList<T>()
 result.addAll(this)
 result.addAll(elements)
 return result
}
Returns a list containing all elements of the original collection and then all elements of
the given [elements] sequence.
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T>
{
 val result = ArrayList<T>(this.size + 10)
 result.addAll(this)
 result.addAll(elements)
 return
result
}
Returns a list containing all elements of the original collection and then the given [element].
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.plusElement(element: T): List<T> {
 return
plus(element)
}
Returns a list containing all elements of the original collection and then the given
[element].
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.plusElement(element: T):
List<T> {
 return plus(element)
}
Returns a list of snapshots
of the window of the given [size] sliding along this collection with the given [step], where each snapshot is
a list. Several last lists may have fewer elements than the given [size]. Both [size] and [step] must
be positive and can be greater than the number of elements in this collection.
@param size the number of
elements to take in each window
@param step the number of elements to move the window forward by on an
each step, by default 1
@param partialWindows controls whether or not to keep partial windows in the end if
any, by default `false` which means partial windows won't be preserved
@param sample
samples.collections.Sequences.Transformations.takeWindows
@SinceKotlin("1.2")
public fun <T>
Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<List<T>> {
 checkWindowSizeStep(size, step)
 if (this is RandomAccess && this is List) {
 val thisSize = this.size
 val resultCapacity
= thisSize / step + if (thisSize % step == 0) 0 else 1
 val result = ArrayList<List<T>>(resultCapacity)
 var index = 0
 while (index in 0 until thisSize) {
 val windowSize = size.coerceAtMost(thisSize -
index)
 if (windowSize < size && !partialWindows) break
 result.add(List(windowSize) { this[it +
index] })
 index += step
 }
 return result
 }
 val result = ArrayList<List<T>>()
 windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
 result.add(it)
 }
 return result
}
Returns a list of results of applying the given [transform] function to an each list
representing a view over the window of the given [size] sliding along this collection with the given [step].
Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. You
should not store it or allow
it to escape in some way, unless you made a snapshot of it. Several last lists may have fewer elements than the
given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this
collection.
@param size the number of elements to take in each window
@param step the number of
elements to move the window forward by on an each step, by default 1
@param partialWindows controls
whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't
be preserved
@param sample
samples.collections.Sequences.Transformations.averageWindows
@SinceKotlin("1.2")
public fun <T, R> Iterable<T>.windowed(size: Int, step: Int = 1, partialWindows:
Boolean = false, transform: (List<T>) -> R): List<R> {
 checkWindowSizeStep(size, step)
 if (this is
RandomAccess && this is List) {
 val thisSize = this.size
 val resultCapacity = thisSize / step + if
(thisSize % step

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== 0) 0 else 1\n val result = ArrayList<R>(resultCapacity)\n val window = MovingSubList(this)\n var
index = 0\n while (index in 0 until thisSize) {\n val windowSize = size.coerceAtMost(thisSize - index)\n
 if (!partialWindows && windowSize < size) break\n window.move(index, index + windowSize)\n
 result.add(transform(window))\n index += step\n }\n return result\n }\n val result =
ArrayList<R>()\n windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {\n
result.add(transform(it))\n }\n return result\n }\n\n/**\n * Returns a list of pairs built from the elements of `this`
collection and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n *
*\n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic infix fun <T, R> Iterable<T>.zip(other:
Array<out R>): List<Pair<T, R>> {\n
 return zip(other) { t1, t2 -> t1 to t2 }\n }\n\n/**\n * Returns a list of values built from the elements of `this`
collection and the [other] array with the same index\n * using the provided [transform] function applied to each pair
of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> {\n val arraySize = other.size\n val
list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in this) {\n if
(i >= arraySize) break\n list.add(transform(element, other[i++]))\n }\n return list\n }\n\n/**\n * Returns a list
of pairs built from the elements of `this` collection and [other] collection with the same index.\n * The returned list
has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\npublic
infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {\n return zip(other) { t1, t2 ->
t1 to t2 }\n }\n\n/**\n * Returns a list of values built from the elements of `this` collection and the [other] collection
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n */\npublic inline fun <T, R, V>
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {\n val first = iterator()\n val second
= other.iterator()\n val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
other.collectionSizeOrDefault(10)))\n while (first.hasNext() && second.hasNext()) {\n
list.add(transform(first.next(), second.next()))\n }\n return list\n }\n\n/**\n * Returns a list of pairs of each two
adjacent elements in this collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n *
*\n * @sample samples.collections.Collections.Transformations.zipWithNext\n */\n@SinceKotlin("1.2")\npublic fun <T>
Iterable<T>.zipWithNext(): List<Pair<T, T>> {\n return zipWithNext { a, b -> a to b }\n }\n\n/**\n * Returns a list
containing the results of applying the given [transform] function\n * to an each pair of two adjacent elements in this
collection.\n * \n * The returned list is empty if this collection contains less than two elements.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n */\n@SinceKotlin("1.2")\npublic
inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {\n val iterator = iterator()\n if
(!iterator.hasNext()) return emptyList()\n val result = mutableListOf<R>()\n var current = iterator.next()\n
while (iterator.hasNext()) {\n val next = iterator.next()\n result.add(transform(current,
next))\n current = next\n }\n return result\n }\n\n/**\n * Appends the string from all the elements separated
using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you
can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will be appended,
followed by the [truncated] string (which defaults to "...").\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n */\npublic fun <T, A : Appendable>
Iterable<T>.joinTo(buffer: A, separator: CharSequence = "\n", prefix: CharSequence = "\n", postfix: CharSequence
= "\n", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {\n
buffer.append(prefix)\n var count = 0\n for (element in this) {\n if (++count > 1) buffer.append(separator)\n
 if (limit < 0 || count <= limit) {\n buffer.appendElement(element, transform)\n
 } else break\n }\n if (limit >= 0 && count > limit) buffer.append(truncated)\n buffer.append(postfix)\n
return buffer\n }\n\n/**\n * Creates a string from all the elements separated using [separator] and using the given

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[prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-negative value of
[limit], in which case only the first [limit]\n * elements will be appended, followed by the [truncated] string (which
defaults to "...").\n * \n * @sample samples.collections.Collections.Transformations.joinToString\n * \npublic fun
<T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence
= "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {\n
return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Returns
this collection as an [Iterable].\n * \n *@kotlin.internal.InlineOnly\npublic
inline fun <T> Iterable<T>.asIterable(): Iterable<T> {\n return this\n}\n\n/**\n * Creates a [Sequence] instance
that wraps the original collection returning its elements when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromCollection\n * \npublic fun <T> Iterable<T>.asSequence():
Sequence<T> {\n return Sequence { this.iterator() }\n}\n\n/**\n * Returns an average value of elements in the
collection.\n * \n *@kotlin.jvm.JvmName("averageOfByte")\npublic fun Iterable<Byte>.average(): Double {\n var
sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n
checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the collection.\n * \n *@kotlin.jvm.JvmName("averageOfShort")\npublic fun
Iterable<Short>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n
 sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum /
count\n}\n\n/**\n * Returns an average value of elements in the collection.\n
*\n *@kotlin.jvm.JvmName("averageOfInt")\npublic fun Iterable<Int>.average(): Double {\n var sum: Double =
0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n
}\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns an average value of elements in the
collection.\n * \n *@kotlin.jvm.JvmName("averageOfLong")\npublic fun Iterable<Long>.average(): Double {\n
var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n
checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the collection.\n * \n *@kotlin.jvm.JvmName("averageOfFloat")\npublic fun
Iterable<Float>.average():
Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n
checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the collection.\n * \n *@kotlin.jvm.JvmName("averageOfDouble")\npublic fun
Iterable<Double>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this) {\n
sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum /
count\n}\n\n/**\n * Returns the sum of all elements in the collection.\n
*\n *@kotlin.jvm.JvmName("sumOfByte")\npublic fun Iterable<Byte>.sum(): Int {\n var sum: Int = 0\n for
(element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the
collection.\n * \n *@kotlin.jvm.JvmName("sumOfShort")\npublic fun Iterable<Short>.sum(): Int {\n var sum: Int
= 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all
elements in the collection.\n * \n *@kotlin.jvm.JvmName("sumOfInt")\npublic fun Iterable<Int>.sum(): Int {\n var
sum: Int = 0\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of
all elements in the collection.\n * \n *@kotlin.jvm.JvmName("sumOfLong")\npublic fun Iterable<Long>.sum():
Long {\n var sum: Long = 0L\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n
* Returns the sum of all elements in the collection.\n * \n *@kotlin.jvm.JvmName("sumOfFloat")\npublic fun
Iterable<Float>.sum(): Float {\n var sum: Float = 0.0f\n for (element in this) {\n sum += element\n }\n
return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n
*\n *@kotlin.jvm.JvmName("sumOfDouble")\npublic fun Iterable<Double>.sum(): Double {\n var sum: Double
= 0.0\n
for (element in this) {\n sum += element\n }\n return sum\n}\n\n"/*\n * Copyright 2010-2023 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n * \n\npackage kotlin.collections\nimport

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kotlin.comparisons.naturalOrder\nimport kotlin.random.Random\nimport kotlin.js.arrayBufferIsView\n/**\n *
Returns the array if it's not `null`, or an empty array otherwise.\n * @sample
samples.collections.Arrays.Usage.arrayOrEmpty\n */\n@kotlin.internal.InlineOnly\npublic actual inline fun <T>
Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()\n/**\n * Returns a *typed* array containing
all of the elements of this collection.\n *\n * Allocates an array of runtime type `T` having its size equal to the size
of this collection\n * and populates the array with the elements of this collection.\n * @sample
samples.collections.Collections.Collections.collectionToTypedArray\n
*/\n@kotlin.internal.InlineOnly\npublic actual inline fun <T> Collection<T>.toArray(): Array<T> =
copyToArray(this)\n\n@JsName("copyToArray")\n@PublishedApi\ninternal fun <T> copyToArray(collection:
Collection<T>): Array<T> {\n return if (collection.asDynamic().toArray !== undefined)\n collection.asDynamic().toArray().unsafeCast<Array<T>>()\n else\n copyToArrayImpl(collection).unsafeCast<Array<T>>()\n}\n\n@JsName("copyToArrayImpl")\ninternal actual fun
copyToArrayImpl(collection: Collection<*>): Array<Any?> {\n val array = emptyArray<Any?>()\n val iterator
= collection.iterator()\n while (iterator.hasNext())\n array.asDynamic().push(iterator.next())\n return
array\n}\n\n@JsName("copyToExistingArrayImpl")\ninternal actual fun <T> copyToArrayImpl(collection:
Collection<*>, array: Array<T>): Array<T> {\n if (array.size < collection.size)\n return
copyToArrayImpl(collection).unsafeCast<Array<T>>()\n\n val iterator = collection.iterator()\n var index = 0\n while (iterator.hasNext()) {\n array[index++] =
iterator.next().unsafeCast<T>()\n }\n if (index < array.size) {\n array[index] = null.unsafeCast<T>()\n }\n return array\n}\n\n/**\n * Returns a new read-only list containing only the specified object [element].\n *\n * @sample samples.collections.Collections.Lists.singletonReadOnlyList\n */\npublic actual fun <T> listOf(element:
T): List<T> =
arrayListOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual
inline fun <E> buildListInternal(builderAction: MutableList<E>.() -> Unit): List<E> {\n return
ArrayList<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.Inlin
eOnly\ninternal actual inline fun <E> buildListInternal(capacity: Int, builderAction: MutableList<E>.() -> Unit):
List<E> {\n checkBuilderCapacity(capacity)\n return
ArrayList<E>(capacity).apply(builderAction).build()\n}\n\n/**\n * Returns a new read-only set containing only the specified object [element].\n *\n * @sample
samples.collections.Collections.Sets.singletonReadOnlySet\n */\npublic actual fun <T> setOf(element: T): Set<T>
= hashSetOf(element)\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninternal actual
inline fun <E> buildSetInternal(builderAction: MutableSet<E>.() -> Unit): Set<E> {\n return
LinkedHashSet<E>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.
InlineOnly\ninternal actual inline fun <E> buildSetInternal(capacity: Int, builderAction: MutableSet<E>.() -> Unit):
Set<E> {\n return
LinkedHashSet<E>(capacity).apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.
internal.InlineOnly\ninternal actual inline fun <K, V> buildMapInternal(builderAction: MutableMap<K, V>.() ->
Unit): Map<K, V> {\n return LinkedHashMap<K,
V>().apply(builderAction).build()\n}\n\n@PublishedApi\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\ninte
rnal
actual inline fun <K, V> buildMapInternal(capacity: Int, builderAction: MutableMap<K, V>.() -> Unit): Map<K,
V> {\n return LinkedHashMap<K, V>(capacity).apply(builderAction).build()\n}\n\n/**\n * Fills the list with the
provided [value].\n *\n * Each element in the list gets replaced with the [value].\n */\n@SinceKotlin("1.2")\npublic
actual fun <T> MutableList<T>.fill(value: T): Unit {\n for (index in 0..lastIndex) {\n this[index] = value\n
 }\n}\n\n/**\n * Randomly shuffles elements in this list.\n *\n * See:
https://en.wikipedia.org/wiki/Fisher%20%80%93Yates_shuffle#The_modern_algorithm\n
*/\n@SinceKotlin("1.2")\npublic actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)\n\n/**\n * Returns a new list with the elements of this list randomly shuffled.\n */\n@SinceKotlin("1.2")\npublic actual fun

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<T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() }
* Sorts elements in the list in-place according to their natural sort order.
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample
samples.collections.Collections.Sorting.sortMutableList
public actual fun <T : Comparable<T>>
MutableList<T>.sort(): Unit {
 collectionsSort(this, naturalOrder())
}
* Sorts elements in the list in-place according to the order specified with [comparator].
* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
* @sample
samples.collections.Collections.Sorting.sortMutableListWith
public actual fun <T>
MutableList<T>.sortWith(comparator: Comparator<in T>): Unit {
 collectionsSort(this, comparator)
}
private fun <T> collectionsSort(list: MutableList<T>, comparator: Comparator<in T>) {
 if (list.size <= 1) return
 val array = copyToArray(list)
 sortArrayWith(array, comparator)
 for (i in 0 until array.size) {
 list[i] = array[i]
 }
}
internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
 return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}
@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
 AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)
 val rangeSize = endIndex - startIndex
 AbstractList.checkRangeIndexes(destinationOffset, destinationOffset + rangeSize, destination.size)
 if (arrayBufferIsView(destination) && arrayBufferIsView(source)) {
 val subrange = source.asDynamic().subarray(startIndex, endIndex)
 destination.asDynamic().set(subrange, destinationOffset)
 } else {
 if (source !== destination || destinationOffset <= startIndex) {
 for (index in 0 until rangeSize) {
 destination[destinationOffset + index] = source[startIndex + index]
 }
 } else {
 for (index in rangeSize - 1 downTo 0) {
 destination[destinationOffset + index] = source[startIndex + index]
 }
 }
 }
}
// no singleton map implementation in js, return map as is
@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this
@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()
@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <T> Array<out T>.copyToArrayOfAny(isVarargs: Boolean): Array<out Any?> =
 if (isVarargs) // no need to copy vararg array in JS
 this
 else
 this.copyOf()
@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
 if (index < 0) {
 throwIndexOverflow()
 }
 return index
}
@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
 if (count < 0) {
 throwCountOverflow()
 }
 return count
}
* JS map and set implementations do not make use of capacities or load factors.
* @PublishedApi
internal actual fun mapCapacity(expectedSize: Int) = expectedSize
* Checks a collection builder function capacity argument.
* In JS no validation is made in Map/Set constructor yet.
* @SinceKotlin("1.3")
@PublishedApi
internal fun checkBuilderCapacity(capacity: Int) {
 require(capacity >= 0) { "capacity must be non-negative." }
}
* Returns a new read-only map, mapping only the specified key to the specified value.
* @sample
samples.collections.Maps.Instantiation.mapFromPairs
public actual fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("CollectionsKt")
package kotlin.collections
* Returns the given iterator itself. This allows to use an instance of iterator in a `for` loop.
* @sample samples.collections.Iterators.iterator
* @kotlin.internal.InlineOnly
public inline operator fun <T> Iterator<T>.iterator(): Iterator<T> = this
* Returns an [Iterator] that wraps each element produced by the original iterator into an [IndexedValue] containing the index of that element and the element itself.
* @sample samples.collections.Iterators.withIndexIterator
public fun <T> Iterator<T>.withIndex():

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Iterator<IndexedValue<T>> = IndexingIterator(this)\n\n/**\n * Performs the given [operation] on each element of
this [Iterator].\n * @sample samples.collections.Iterators.forEachIterator\n */\npublic inline fun <T>
Iterator<T>.forEach(operation:
 (T) -> Unit): Unit {\n for (element in this) operation(element)\n}\n\n/**\n * Iterator transforming original
`iterator` into iterator of [IndexedValue], counting index from zero.\n */\ninternal class IndexingIterator<out
T>(\n private val iterator: Iterator<T>): Iterator<IndexedValue<T>> {\n private var index = 0\n final override fun
hasNext(): Boolean = iterator.hasNext()\n final override fun next(): IndexedValue<T> =
IndexedValue(checkIndexOverflow(index++), iterator.next())\n}\n\n"/>\n * Copyright 2010-2023 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ComparisonsKt")\n\npackage
kotlin.comparisons\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport
kotlin.random.*\n\n/**\n * Returns the greater of two values.\n * \n * If values are equal, returns the first one.\n
*/\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> maxOf(a: T, b: T): T\n\n/**\n * Returns the
greater of two values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a:
Byte, b: Byte): Byte\n\n/**\n * Returns the greater of two values.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short):
Short\n\n/**\n * Returns the greater of two values.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int): Int\n\n
* Returns the greater of two values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline
fun maxOf(a: Long, b: Long): Long\n\n/**\n * Returns the greater of two values.\n * \n * If either value is `NaN`,
returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Float, b: Float): Float\n\n/**\n * Returns the greater of two values.\n * \n * If either
value is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun
maxOf(a: Double, b: Double): Double\n\n/**\n * Returns the greater of three values.\n * \n * If there are multiple
equal maximal values, returns the first of them.\n */\n@SinceKotlin("1.1")\npublic expect fun <T :
Comparable<T>> maxOf(a: T, b: T, c: T): T\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Byte, b: Byte, c: Byte):
Byte\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Short, b: Short, c:
Short): Short\n\n/**\n * Returns the greater of three values.\n
*/\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun maxOf(a: Int, b: Int, c: Int):
Int\n\n/**\n * Returns the greater of three values.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic
expect inline fun maxOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the greater of three values.\n * \n * If
any value is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline
fun maxOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the greater of three values.\n * \n * If any value
is `NaN`, returns `NaN`.\n */\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun
maxOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the greater of three values according to the order
specified by the given [comparator].\n * \n * If there are multiple equal maximal values, returns the first of them.\n
*/\n@SinceKotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n return
maxOf(a, maxOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the greater
of two values according to the order specified by the given [comparator].\n * \n * If values are equal, returns the
first one.\n */\n@SinceKotlin("1.1")\npublic fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {\n return
if (comparator.compare(a, b) >= 0) a else b\n}\n\n/**\n * Returns the greater of the given values.\n * \n * If
there are multiple equal maximal values, returns the first of them.\n */\n@SinceKotlin("1.4")\npublic expect fun
<T : Comparable<T>> maxOf(a: T, vararg other: T): T\n\n/**\n * Returns the greater of the given values.\n
*/\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the

```

greater of the given values.  
`*\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Short, vararg other: Short): Short\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Int, vararg other: Int): Int\n\n/**\n * Returns the greater of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the greater of the given values.\n *\n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the greater of the given values.\n *\n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.4")\npublic expect fun maxOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns the greater of the given values according to the order specified by the given [comparator].\n *\n * If there are multiple equal maximal values, returns the first of them.\n *\n@SinceKotlin("1.4")\npublic fun <T> maxOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n var max = a\n for (e in other) if (comparator.compare(max, e) < 0) max = e\n return max\n}\n\n/**\n * Returns the smaller of two values.\n *\n * If values are equal, returns the first one.\n *\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T): T\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte): Byte\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short): Short\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int): Int\n\n/**\n * Returns the smaller of two values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long): Long\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float): Float\n\n/**\n * Returns the smaller of two values.\n *\n * If either value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double): Double\n\n/**\n * Returns the smaller of three values.\n *\n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.1")\npublic expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Short, b: Short, c: Short): Short\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Int, b: Int, c: Int): Int\n\n/**\n * Returns the smaller of three values.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Long, b: Long, c: Long): Long\n\n/**\n * Returns the smaller of three values.\n *\n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Float, b: Float, c: Float): Float\n\n/**\n * Returns the smaller of three values.\n *\n * If any value is `NaN`, returns `NaN`.\n *\n@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic expect inline fun minOf(a: Double, b: Double, c: Double): Double\n\n/**\n * Returns the smaller of three values according to the order specified by the given [comparator].\n *\n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.1")\npublic fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {\n return minOf(a, minOf(b, c, comparator), comparator)\n}\n\n/**\n * Returns the smaller of two values according to the order specified by the given [comparator].\n *\n * If values are equal, returns the first one.\n *\n@SinceKotlin("1.1")\npublic fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {\n return if (comparator.compare(a, b) <= 0) a else b\n}\n\n/**\n * Returns the smaller of the given values.\n *\n * If there are multiple equal minimal values, returns the first of them.\n *\n@SinceKotlin("1.4")\npublic expect fun <T : Comparable<T>> minOf(a: T, vararg other: T): T\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Byte, vararg other: Byte): Byte\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Short, vararg other: Short): Short\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Int, vararg other: Int): Int\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Long, vararg other: Long): Long\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Float, vararg other: Float): Float\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Double, vararg other: Double): Double\n\n/**\n * Returns the smaller of the given values.\n *\n@SinceKotlin("1.4")\npublic expect fun minOf(a: Comparable<T>, vararg other: Comparable<T>): Comparable<T>`

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*\/n@SinceKotlin("1.4")\npublic expect fun minOf(a: Short, vararg other: Short): Short\n/n/**\n * Returns the smaller of the given values.\n *\/n@SinceKotlin("1.4")\npublic expect fun minOf(a: Int, vararg other: Int): Int\n/n/**\n * Returns the smaller of the given values.\n *\/n@SinceKotlin("1.4")\npublic expect fun minOf(a: Long, vararg other: Long): Long\n/n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\/n@SinceKotlin("1.4")\npublic expect fun minOf(a: Float, vararg other: Float): Float\n/n/**\n * Returns the smaller of the given values.\n * \n * If any value is `NaN`, returns `NaN`.\n *\/n@SinceKotlin("1.4")\npublic expect fun minOf(a: Double, vararg other: Double): Double\n/n/**\n * Returns the smaller of the given values according to the order specified by the given [comparator].\n * \n * If there are multiple equal minimal values, returns the first of them.\n *\/n@SinceKotlin("1.4")\npublic fun <T> minOf(a: T, vararg other: T, comparator: Comparator<in T>): T {\n var min = a\n for (e in other) if (comparator.compare(min, e) > 0) min = e\n return min\n}\n/n",*/\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n\n*\/n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MapsKt")\n\npackage kotlin.collections\n/n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/n\nimport kotlin.random.*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n/n\n/**\n * Returns the first non-null value produced by [transform] function being applied to entries of this map in iteration order,\n * or throws [NoSuchElementException] if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n *\/n\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K, V>.firstNotNullOf(transform: (Map.Entry<K, V>) -> R?): R {\n return firstNotNullOfOrNull(transform) ?: throw NoSuchElementException("No element of the map was transformed to a non-null value.")\n}\n/n\n/**\n * Returns the first non-null value produced by [transform] function being applied to entries of this map in iteration order,\n * or `null` if no non-null value was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n *\/n\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Any> Map<out K, V>.firstNotNullOfOrNull(transform: (Map.Entry<K, V>) -> R?): R? {\n for (element in this) {\n val result = transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n/n\n/**\n * Returns a [List] containing all key-value pairs.\n *\/n\npublic fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {\n if (size == 0)\n return emptyList()\n val iterator = entries.iterator()\n if (!iterator.hasNext())\n return emptyList()\n val first = iterator.next()\n if (!iterator.hasNext())\n return listOf(first.toPair())\n val result = ArrayList<Pair<K, V>>(size)\n result.add(first.toPair())\n do {\n result.add(iterator.next().toPair())\n } while (iterator.hasNext())\n return result\n}\n/n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n *\/n\npublic inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n/n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n *\/n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapSequence")\npublic inline fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Sequence<R>): List<R> {\n return flatMapTo(ArrayList<R>(), transform)\n}\n/n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].\n *\/n\npublic inline fun <K, V, R, C : MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n}\n
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} \n return destination \n } \n \n /** \n * Appends all elements yielded from results of [transform] function being
invoked on each entry of original map, to the given [destination]. \n
*\n @SinceKotlin("1.4") \n @OptIn(kotlin.experimental.ExperimentalTypeInference::class) \n @OverloadResolution
ByLambdaReturnType \n @kotlin.jvm.JvmName("flatMapSequenceTo") \n public inline fun <K, V, R, C :
MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) ->
Sequence<R>): C { \n for (element in this) { \n val list = transform(element) \n destination.addAll(list) \n
} \n return destination \n } \n \n /** \n * Returns a
list containing the results of applying the given [transform] function \n * to each entry in the original map. \n * \n *
@sample samples.collections.Maps.Transformations.mapToList \n * \n public inline fun <K, V, R> Map<out K,
V>.map(transform: (Map.Entry<K, V>) -> R): List<R> { \n return mapTo(ArrayList<R>(size),
transform) \n } \n \n /** \n * Returns a list containing only the non-null results of applying the given [transform]
function \n * to each entry in the original map. \n * \n * @sample
samples.collections.Maps.Transformations.mapNotNull \n * \n public inline fun <K, V, R : Any> Map<out K,
V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> { \n return mapNotNullTo(ArrayList<R>(),
transform) \n } \n \n /** \n * Applies the given [transform] function to each entry in the original map \n * and appends
only the non-null results to the given [destination]. \n * \n public inline fun <K, V, R : Any, C : MutableCollection<in
R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K,
V>) -> R?): C { \n forEach { element -> transform(element)?.let { destination.add(it) } } \n return
destination \n } \n \n /** \n * Applies the given [transform] function to each entry of the original map \n * and appends
the results to the given [destination]. \n * \n public inline fun <K, V, R, C : MutableCollection<in R>> Map<out K,
V>.mapTo(destination: C, transform: (Map.Entry<K, V>) -> R): C { \n for (item in this) \n
destination.add(transform(item)) \n return destination \n } \n \n /** \n * Returns `true` if all entries match the given
[predicate]. \n * \n * Note that if the map contains no entries, the function returns `true` \n * because there are no
entries in it that _do not_ match the predicate. \n * See a more detailed explanation of this logic concept in
["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous_truth) article. \n * \n * @sample
samples.collections.Collections.Aggregates.all \n * \n public inline fun <K, V> Map<out K, V>.all(predicate:
(Map.Entry<K, V>) -> Boolean):
Boolean { \n if (isEmpty()) return true \n for (element in this) if (!predicate(element)) return false \n return
true \n } \n \n /** \n * Returns `true` if map has at least one entry. \n * \n * @sample
samples.collections.Collections.Aggregates.any \n * \n public fun <K, V> Map<out K, V>.any(): Boolean { \n
return !isEmpty() \n } \n \n /** \n * Returns `true` if at least one entry matches the given [predicate]. \n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate \n * \n public inline fun <K, V> Map<out K,
V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean { \n if (isEmpty()) return false \n for (element in
this) if (predicate(element)) return true \n return false \n } \n \n /** \n * Returns the number of entries in this map. \n
*\n @kotlin.internal.InlineOnly \n public inline fun <K, V> Map<out K, V>.count(): Int { \n return size \n } \n \n /** \n
* Returns the number of entries matching the given [predicate]. \n * \n public inline fun <K, V> Map<out K,
V>.count(predicate:
(Map.Entry<K, V>) -> Boolean): Int { \n if (isEmpty()) return 0 \n var count = 0 \n for (element in this) if
(predicate(element)) ++count \n return count \n } \n \n /** \n * Performs the given [action] on each entry. \n
*\n @kotlin.internal.HidesMembers \n public inline fun <K, V> Map<out K, V>.forEach(action: (Map.Entry<K, V>)
-> Unit): Unit { \n for (element in this) action(element) \n } \n \n /** \n * Returns the first entry yielding the largest
value of the given function. \n * \n * @throws NoSuchElementException if the map is empty. \n * \n * @sample
samples.collections.Collections.Aggregates.maxBy \n * \n @SinceKotlin("1.7") \n @kotlin.jvm.JvmName("maxByOrThrow") \n @kotlin.internal.InlineOnly \n @Suppress
("CONFLICTING_OVERLOADS") \n public inline fun <K, V, R : Comparable<R>> Map<out K,
V>.maxBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V> { \n return entries.maxBy(selector) \n } \n \n /** \n
* Returns the first entry yielding the largest value of the given function or `null` if there

```

are no entries.\n \* \n \* @sample samples.collections.Collections.Aggregates.maxByOrNull\n

```
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n return entries.maxByOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Double): Double {\n return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> Float): Float {\n return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOf(selector: (Map.Entry<K, V>) -> R): R {\n return entries.maxOf(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n return entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n return entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each entry in the map or `null` if there are no entries.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K, V>.maxOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n return entries.maxOfOrNull(selector)\n}\n\n/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.maxOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R {\n return entries.maxOfWith(comparator, selector)\n}\n\n/**\n * Returns the largest value according to the provided [comparator] among all values produced by [selector] function applied to each entry in the map or `null` if there are no entries.\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K, V>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n return
```

```

entries.maxOfWithOrNull(comparator, selector)\n}\n\n/**\n * Returns the first entry having the largest value
according to the provided [comparator].\n * \n * @throws NoSuchElementException if the map is empty.\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@kotlin.internal.InlineOnly\n@Suppress(
"CONFLICTING_OVERLOADS")\npublic inline fun <K, V> Map<out K, V>.maxWith(comparator:
Comparator<in Map.Entry<K, V>>): Map.Entry<K, V> {\n return entries.maxWith(comparator)\n}\n\n/**\n *
Returns the first entry having the largest value according to the provided [comparator] or `null` if there are no
entries.\n * \n*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.maxWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n return
entries.maxWithOrNull(comparator)\n}\n\n/**\n * Returns the first entry yielding the smallest value of the given
function.\n * \n * @throws NoSuchElementException if the map is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@kotlin.internal.InlineOnly\n@Suppress(
"CONFLICTING_OVERLOADS")\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minBy(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V> {\n return entries.minBy(selector)\n}\n\n/**\n *
Returns the first entry yielding
the smallest value of the given function or `null` if there are no entries.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
\n\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out
K, V>.minByOrNull(selector: (Map.Entry<K, V>) -> R): Map.Entry<K, V>? {\n return
entries.minByOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each entry in the map.\n * \n * If any of values produced by [selector] function is `NaN`, the
returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is empty.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector:
(Map.Entry<K, V>) -> Double): Double {\n return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest
value among
all values produced by [selector] function\n * applied to each entry in the map.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the map is
empty.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K, V>.minOf(selector:
(Map.Entry<K, V>) -> Float): Float {\n return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value
among all values produced by [selector] function\n * applied to each entry in the map.\n * \n * @throws
NoSuchElementException if the map is empty.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minOf(selector: (Map.Entry<K, V>) -> R): R {\n return entries.minOf(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each entry in the map
or `null` if there are no entries.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result
is `NaN`.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Double): Double? {\n return
entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic

```



```

inline fun <K, V> Map<out K, V>.minOfOrNull(selector: (Map.Entry<K, V>) -> Float): Float? {\n return
entries.minOfOrNull(selector)\n}\n\n/**\n * Returns the smallest value among all values produced by [selector]
function\n * applied to each entry in the map or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R : Comparable<R>> Map<out K,
V>.minOfOrNull(selector: (Map.Entry<K, V>) -> R): R? {\n return entries.minOfOrNull(selector)\n}\n\n/**\n *
Returns the smallest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each entry in the map.\n * \n * @throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V, R> Map<out K, V>.minOfWith(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) ->
R): R {\n return entries.minOfWith(comparator, selector)\n}\n\n/**\n * Returns the smallest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each entry in the map or
`null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <K, V, R> Map<out K,
V>.minOfWithOrNull(comparator: Comparator<in R>, selector: (Map.Entry<K, V>) -> R): R? {\n return
entries.minOfWithOrNull(comparator, selector)\n}\n\n/**\n * Returns the first entry having the smallest value
according to the provided [comparator].\n * \n * @throws NoSuchElementException if the map is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS")\npublic
inline fun <K, V> Map<out K, V>.minWith(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>
{\n return entries.minWith(comparator)\n}\n\n/**\n * Returns the first entry having the smallest value according
to the provided [comparator] or `null` if there are no entries.\n
*\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline fun <K, V> Map<out K,
V>.minWithOrNull(comparator: Comparator<in Map.Entry<K, V>>): Map.Entry<K, V>? {\n return
entries.minWithOrNull(comparator)\n}\n\n/**\n * Returns `true` if the map has no entries.\n * \n * @sample
samples.collections.Collections.Aggregates.none\n *\npublic fun <K, V> Map<out K, V>.none(): Boolean {\n
return isEmpty()\n}\n\n/**\n * Returns `true` if no entries match the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n *\npublic inline fun <K, V> Map<out K,
V>.none(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {\n if (isEmpty()) return
true\n for (element in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Performs the given
[action] on each entry and returns the map itself afterwards.\n *\n@SinceKotlin("1.1")\npublic inline fun <K, V,
M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each entry, providing sequential index with the
entry,\n * and returns the map itself afterwards.\n * @param [action] function that takes the index of an entry and
the entry itself\n * and performs the action on the entry.\n *\n@SinceKotlin("1.4")\npublic inline fun <K, V, M :
Map<out K, V>> M.onEachIndexed(action: (index: Int, Map.Entry<K, V>) -> Unit): M {\n return apply {
entries.forEachIndexed(action) }\n}\n\n/**\n * Creates an [Iterable] instance that wraps the original map returning
its entries when being iterated.\n *\n@kotlin.internal.InlineOnly\npublic inline fun <K,
V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {\n return entries\n}\n\n/**\n * Creates a
[Sequence] instance that wraps the original map returning its entries when being iterated.\n * \n * @sample
samples.collections.Sequences.Building.sequenceFromMap\n *\npublic fun <K, V> Map<out K, V>.asSequence():
Sequence<Map.Entry<K, V>> {\n return entries.asSequence()\n}\n\n", "/*\n * Copyright 2010-2023 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n *\n@npackage kotlin.text\n@n// NOTE: THIS FILE IS
AUTO-GENERATED by the GenerateUnicodeData.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n@n// 10 mappings totally\ninternal fun

```

```

Char.titlecaseImpl(): String {
 val uppercase = uppercase()
 if (uppercase.length > 1) {
 return if (this ==
 "\u0149") uppercase else uppercase[0] + uppercase.substring(1).lowercase()
 }
 return titlecaseChar().toString()
}

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Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.
*/
package kotlin.text

/**
 * Converts this character to lower case using Unicode
mapping rules of the invariant locale.
*/
@Deprecated("Use lowercaseChar() instead.",
ReplaceWith("lowercaseChar()"))
@DeprecatedSinceKotlin(warningSince =
"1.5")
@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
lowercaseChar()

/**
 * Converts this character to lower case using Unicode mapping rules of the invariant
locale.
 * This function performs one-to-one character mapping.
 * To support one-to-many character
mapping use the [toLowerCase] function.
 * If this character has no mapping equivalent, the character itself is
returned.
 */
@sample samples.text.Chars.toLowerCase

/**
 * @since Kotlin("1.5")
 * @WasExperimental(ExperimentalStdlibApi::class)
 */
@kotlin.internal.InlineOnly
public
c actual inline fun Char.lowercaseChar(): Char = lowercase()[0]

/**
 * Converts this character to lower case
using Unicode mapping rules of the invariant locale.
 * This function supports one-to-many character mapping,
thus the length of the returned string can be greater than one.
 * For example, `'\u0130'.toLowerCase()` returns
`'\u0069\u0307'`,
 * where `'\u0130` is the LATIN CAPITAL LETTER I WITH DOT ABOVE character
(`\u0130`).
 * If this character has no lower case mapping, the result of `toString()` of this char is returned.
 */
@sample samples.text.Chars.lowercaseChar

/**
 * @since Kotlin("1.5")
 * @WasExperimental(ExperimentalStdlibApi::class)
 */
@kotlin.internal.InlineOnly
public
c actual inline fun Char.lowercase(): String = toString().asDynamic().toLowerCase().unsafeCast<String>()

/**
 * Converts this character to upper case using Unicode mapping
rules of the invariant locale.
*/
@Deprecated("Use uppercaseChar() instead.",
ReplaceWith("uppercaseChar()"))
@DeprecatedSinceKotlin(warningSince =
"1.5")
@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =
uppercaseChar()

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant
locale.
 * This function performs one-to-one character mapping.
 * To support one-to-many character
mapping use the [toUpperCase] function.
 * If this character has no mapping equivalent, the character itself is
returned.
 */
@sample samples.text.Chars.toUpperCase

/**
 * @since Kotlin("1.5")
 * @WasExperimental(ExperimentalStdlibApi::class)
 */
public actual fun
Char.uppercaseChar(): Char {
 val uppercase = uppercase()
 return if (uppercase.length > 1) this else
uppercase[0]
}

/**
 * Converts this character to upper case using Unicode mapping rules of the invariant
locale.
 * This function supports one-to-many character
mapping, thus the length of the returned string can be greater than one.
 * For example, `'\uFB00'.uppercase()`
returns `'\u0046\u0046'`,
 * where `'\uFB00` is the LATIN SMALL LIGATURE FF character (`\ufb00`).
 * If this character has no upper case mapping, the result of `toString()` of this char is returned.
 */
@sample
samples.text.Chars.uppercase

/**
 * @since Kotlin("1.5")
 * @WasExperimental(ExperimentalStdlibApi::class)
 */
@kotlin.internal.InlineOnly
public
c actual inline fun Char.uppercase(): String = toString().asDynamic().toUpperCase().unsafeCast<String>()

/**
 * Converts this character to title case using Unicode mapping rules of the invariant locale.
 * This function
performs one-to-one character mapping.
 * To support one-to-many character mapping use the [titlecase]
function.
 * If this character has no mapping equivalent, the result of calling [uppercaseChar] is returned.
 */
@sample samples.text.Chars.titlecase

/**
 * @since Kotlin("1.5")
 */
public
actual fun Char.titlecaseChar(): Char = titlecaseCharImpl()

/**
 * Returns `true` if this character is a Unicode
high-surrogate code unit (also known as leading-surrogate code unit).
 */
@public actual fun
Char.isHighSurrogate(): Boolean = this.in
Char.MIN_HIGH_SURROGATE..Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a
Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
@public actual fun

```

```

Char.isLowSurrogate(): Boolean = this in
Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE\n\n/**\n * Returns the Unicode general
category of this character.\n *\n@SinceKotlin("1.5")\npublic actual val Char.category: CharCategory\n get() =
CharCategory.valueOf(getCategoryValue())\n\n/**\n * Returns `true` if this character (Unicode code point) is
defined in Unicode.\n *\n * A character is considered to be defined in Unicode if its [category] is not
[CharCategory.UNASSIGNED].\n *\n@SinceKotlin("1.5")\npublic actual fun Char.isDefined():
Boolean {\n if (this < "\u0080") {\n return true\n }\n return getCategoryValue() !=
CharCategory.UNASSIGNED.value\n}\n\n/**\n * Returns `true` if this character is a letter.\n *\n * A character is
considered to be a letter if its [category] is [CharCategory.UPPERCASE_LETTER],\n *\n [CharCategory.LOWERCASE_LETTER], [CharCategory.TITLECASE_LETTER],
[CharCategory.MODIFIER_LETTER], or [CharCategory.OTHER_LETTER].\n *\n * @sample
samples.text.Chars.isLetter\n *\n@SinceKotlin("1.5")\npublic actual fun Char.isLetter(): Boolean {\n if (this in
'a..'z' || this in 'A..'Z') {\n return true\n }\n if (this < "\u0080") {\n return false\n }\n return
isLetterImpl()\n}\n\n/**\n * Returns `true` if this character is a letter or digit.\n *\n * @see isLetter\n * @see
isDigit\n *\n * @sample samples.text.Chars.isLetterOrDigit\n *\n@SinceKotlin("1.5")\npublic actual fun
Char.isLetterOrDigit(): Boolean {\n if (this in 'a..'z' || this in 'A..'Z'
|| this in '0..'9') {\n return true\n }\n if (this < "\u0080") {\n return false\n }\n return isDigitImpl() ||
isLetterImpl()\n}\n\n/**\n * Returns `true` if this character is a digit.\n *\n * A character is considered to be a digit if
its [category] is [CharCategory.DECIMAL_DIGIT_NUMBER].\n *\n * @sample samples.text.Chars.isDigit\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.isDigit(): Boolean {\n if (this in '0..'9') {\n return true\n
}\n if (this < "\u0080") {\n return false\n }\n return isDigitImpl()\n}\n\n/**\n * Returns `true` if this
character is upper case.\n *\n * A character is considered to be an upper case character if its [category] is
[CharCategory.UPPERCASE_LETTER],\n *\n * or it has contributory property `Other_Uppercase` as defined by the
Unicode Standard.\n *\n * @sample samples.text.Chars.isUpperCase\n *\n@SinceKotlin("1.5")\npublic actual fun
Char.isUpperCase(): Boolean {\n if (this in 'A..'Z')
{\n return true\n }\n if (this < "\u0080") {\n return false\n }\n return isUpperCaseImpl()\n}\n\n/**\n
* Returns `true` if this character is lower case.\n *\n * A character is considered to be a lower case character if its
[category] is [CharCategory.LOWERCASE_LETTER],\n *\n * or it has contributory property `Other_Lowercase` as
defined by the Unicode Standard.\n *\n * @sample samples.text.Chars.isLowerCase\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.isLowerCase(): Boolean {\n if (this in 'a..'z') {\n return
true\n }\n if (this < "\u0080") {\n return false\n }\n return isLowerCaseImpl()\n}\n\n/**\n * Returns
`true` if this character is a title case letter.\n *\n * A character is considered to be a title case letter if its [category] is
[CharCategory.TITLECASE_LETTER].\n *\n * @sample samples.text.Chars.isTitleCase\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.isTitleCase(): Boolean {\n if (this < "\u0080") {\n
 return false\n }\n return getCategoryValue() == CharCategory.TITLECASE_LETTER.value\n}\n\n/**\n * Returns
`true` if this character is an ISO control character.\n *\n * A character is considered to be an ISO control
character if its [category] is [CharCategory.CONTROL],\n *\n * meaning the Char is in the range `"\u0000".."\u001F`
or in the range `"\u007F".."\u009F".\n *\n * @sample samples.text.Chars.isISOControl\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.isISOControl(): Boolean {\n return this <= "\u001F" || this in
"\u007F".."\u009F"\n}\n\n/**\n * Determines whether a character is whitespace according to the Unicode standard.\n
*\n * Returns `true` if the character is whitespace.\n *\n * @sample samples.text.Chars.isWhitespace\n
*\n@SinceKotlin("1.5")\npublic actual fun Char.isWhitespace(): Boolean = isWhitespaceImpl()\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can
be found in the license/LICENSE.txt file.\n *\n@npackage kotlin.text\nimport kotlin.js.RegExp\n\n/**\n *
Converts the characters in the specified array to a string.\n *\n@SinceKotlin("1.2")\n@Deprecated("Use
CharArray.concatToString() instead",
ReplaceWith("chars.concatToString()"))\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince =
"1.5")\npublic actual fun String(chars: CharArray): String {\n var result = ""\n for (char in chars) {\n

```

```

result += char\n } \n return result\n}\n\n/**\n * Converts the characters from a portion of the specified array to a
string.\n *\n * @throws IndexOutOfBoundsException if either [offset] or [length] are less than zero\n * or `offset +
length` is out of [chars] array bounds.\n *\n@SinceKotlin("1.2")\n@Deprecated("Use
CharArray.concatToString(startIndex, endIndex) instead", ReplaceWith("chars.concatToString(offset, offset +
length)")\n)\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.5")\npublic
actual fun String(chars: CharArray, offset: Int, length: Int): String {\n if (offset < 0 || length < 0 || chars.size -
offset < length)\n throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")\n
var result = ""\n for (index in offset until offset + length) {\n result += chars[index]\n }\n return
result\n}\n\n/**\n * Concatenates characters in this [CharArray] into a String.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
CharArray.concatToString(): String {\n var result = ""\n for (char in this) {\n result += char\n }\n
return result\n}\n\n/**\n * Concatenates characters in this [CharArray] or its subrange into a String.\n *\n * @param
startIndex the beginning (inclusive) of the subrange of characters, 0 by default.\n * @param endIndex the end
(exclusive) of the subrange of characters, size of this array by default.\n *\n * @throws
IndexOutOfBoundsException
if [startIndex] is less than zero or [endIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [startIndex] is greater than [endIndex].\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTI
ON_WITH_DEFAULT_ARGUMENTS")\npublic actual fun CharArray.concatToString(startIndex: Int = 0,
endIndex: Int = this.size): String {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n var
result = ""\n for (index in startIndex until endIndex) {\n result += this[index]\n }\n return
result\n}\n\n/**\n * Returns a [CharArray] containing characters of this string.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
String.toCharArray(): CharArray {\n return CharArray(length) { get(it) }\n}\n\n/**\n * Returns a [CharArray]
containing characters of this string or its substring.\n *\n * @param startIndex the beginning (inclusive) of
the substring, 0 by default.\n * @param endIndex the end (exclusive) of the substring, length of this string by
default.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than
the length of this string.\n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTI
ON_WITH_DEFAULT_ARGUMENTS")\npublic actual fun String.toCharArray(startIndex: Int = 0, endIndex: Int
= this.length): CharArray {\n AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n return
CharArray(endIndex - startIndex) { get(startIndex + it) }\n}\n\n/**\n * Decodes a string from the bytes in UTF-8
encoding in this array.\n *\n * Malformed byte sequences are replaced by the replacement char `\\uFFFD`.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
ByteArray.decodeToString(): String {\n
return decodeUtf8(this, 0, size, false)\n}\n\n/**\n * Decodes a string from the bytes in UTF-8 encoding in this
array or its subrange.\n *\n * @param startIndex the beginning (inclusive) of the subrange to decode, 0 by default.\n
* @param endIndex the end (exclusive) of the subrange to decode, size of this array by default.\n * @param
throwOnInvalidSequence specifies whether to throw an exception on malformed byte sequence or replace it by the
replacement char `\\uFFFD`.\n *\n * @throws IndexOutOfBoundsException if [startIndex] is less than zero or
[endIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [startIndex] is greater
than [endIndex].\n * @throws CharacterCodingException if the byte array contains malformed UTF-8 byte
sequence and [throwOnInvalidSequence] is true.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("ACTUAL_FUNCTI
ON_WITH_DEFAULT_ARGUMENTS")\npublic actual fun ByteArray.decodeToString(\n
startIndex: Int = 0, \n endIndex: Int = this.size, \n throwOnInvalidSequence: Boolean = false\n): String {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)\n return decodeUtf8(this, startIndex, endIndex,
throwOnInvalidSequence)\n}\n\n/**\n * Encodes this string to an array of bytes in UTF-8 encoding.\n *\n * Any

```

malformed char sequence is replaced by the replacement byte sequence.

```

*\/n@SinceKotlin("1.4")\/n@WasExperimental(ExperimentalStdlibApi::class)\/npublic actual fun
String.encodeToByteArray(): ByteArray {\/n return encodeUtf8(this, 0, length, false)\/n}\/n\/n**\/n * Encodes this
string or its substring to an array of bytes in UTF-8 encoding.\/n *\/n * @param startIndex the beginning (inclusive)
of the substring to encode, 0 by default.\/n * @param endIndex the end (exclusive) of the substring to encode, length
of this string by default.\/n * @param throwOnInvalidSequence specifies whether to throw an exception on
malformed char sequence or replace.\/n *\/n
* @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of
this string.\/n * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].\/n * @throws
CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.\/n
*\/n@SinceKotlin("1.4")\/n@WasExperimental(ExperimentalStdlibApi::class)\/n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\/npublic actual fun String.encodeToByteArray(\/n startIndex: Int = 0,\/n
endIndex: Int = this.length,\/n throwOnInvalidSequence: Boolean = false\/n): ByteArray {\/n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\/n return encodeUtf8(this, startIndex, endIndex,
throwOnInvalidSequence)\/n}\/n\/n**\/n * Returns a copy of this string converted to upper case using the rules of the
default locale.\/n *\/n@Deprecated("Use uppercase() instead.",
ReplaceWith("uppercase()"))\/n@DeprecatedSinceKotlin(warningSince =
"1.5")\/n@kotlin.internal.InlineOnly\/npublic
actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()\/n\/n**\/n * Returns a copy of this
string converted to upper case using Unicode mapping rules of the invariant locale.\/n *\/n * This function supports
one-to-many and many-to-one character mapping,\/n * thus the length of the returned string can be different from the
length of the original string.\/n *\/n * @sample samples.text.Strings.uppercase\/n
*\/n@SinceKotlin("1.5")\/n@WasExperimental(ExperimentalStdlibApi::class)\/n@kotlin.internal.InlineOnly\/npublic
c actual inline fun String.uppercase(): String = asDynamic().toUpperCase()\/n\/n**\/n * Returns a copy of this string
converted to lower case using the rules of the default locale.\/n *\/n@Deprecated("Use lowercase() instead.",
ReplaceWith("lowercase()"))\/n@DeprecatedSinceKotlin(warningSince =
"1.5")\/n@kotlin.internal.InlineOnly\/npublic actual inline fun String.toLowerCase(): String =
asDynamic().toLowerCase()\/n\/n**\/n *
Returns a copy of this string converted to lower case using Unicode mapping rules of the invariant locale.\/n *\/n *
This function supports one-to-many and many-to-one character mapping,\/n * thus the length of the returned string
can be different from the length of the original string.\/n *\/n * @sample samples.text.Strings.lowercase\/n
*\/n@SinceKotlin("1.5")\/n@WasExperimental(ExperimentalStdlibApi::class)\/n@kotlin.internal.InlineOnly\/npublic
c actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()\/n@kotlin.internal.InlineOnly\/ninternal
actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str,
fromIndex)\/n\/n@kotlin.internal.InlineOnly\/ninternal actual inline fun String.nativeLastIndexOf(str: String,
fromIndex: Int): Int = asDynamic().lastIndexOf(str,
fromIndex)\/n\/n@kotlin.internal.InlineOnly\/n@kotlin.js.JsPolyfill("\n\n"nif (typeof String.prototype.startsWith ===
"undefined") {\/n Object.defineProperty(String.prototype, "startsWith",
{\/n value: function (searchString, position) {\/n position = position || 0;\/n return
this.lastIndexOf(searchString, position) === position;\/n }\/n });\/n}\/n\n\n")\/ninternal inline fun
String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s,
position)\/n\/n@kotlin.internal.InlineOnly\/n@kotlin.js.JsPolyfill("\n\n"nif (typeof String.prototype.endsWith ===
"undefined") {\/n Object.defineProperty(String.prototype, "endsWith", {\/n value: function (searchString,
position) {\/n var subjectString = this.toString();\/n if (position === undefined || position >
subjectString.length) {\/n position = subjectString.length;\/n }\/n position -=
searchString.length;\/n var lastIndex = subjectString.indexOf(searchString, position);\/n return lastIndex
!== -1 && lastIndex === position;\/n }\/n });\/n}\/n\n\n")\/ninternal inline fun String.nativeEndsWith(s:

```

```

String): Boolean = asDynamic().endsWith(s)\n\n@kotlin.internal.InlineOnly\npublic actual inline fun
String.substring(startIndex: Int): String = asDynamic().substring(startIndex)\n\n@kotlin.internal.InlineOnly\npublic
actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex,
endIndex)\n\n@Deprecated("Use String.plus() instead", ReplaceWith("this +
str"))\n\n@DeprecatedSinceKotlin(warningSince = "1.6")\n\n@kotlin.internal.InlineOnly\npublic inline fun
String.concat(str: String): String = asDynamic().concat(str)\n\n@Deprecated("Use Regex.findAll() instead or
invoke matches() on String dynamically:
this.asDynamic().match(regex)")\n\n@DeprecatedSinceKotlin(warningSince =
"1.6")\n\n@kotlin.internal.InlineOnly\npublic inline fun String.match(regex: String): Array<String>? =
asDynamic().match(regex)\n\n//native public fun String.trim(): String\n\n//TODO: String.replace to implement
effective trimLeading and trimTrailing\n\n@kotlin.internal.InlineOnly\n\ninternal
inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern,
replacement)\n\n\n/**\n * Compares two strings lexicographically, optionally ignoring case differences.\n * If
[ignoreCase] is true, the result of `Char.toUpperCaseChar().toLowerCaseChar()` on each character is compared.\n
*\n * @since Kotlin("1.2")\n */\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\npublic
actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {\n if (ignoreCase) {\n val n1 =
this.length\n val n2 = other.length\n val min = minOf(n1, n2)\n if (min == 0) return n1 - n2\n for
(index in 0 until min) {\n var thisChar = this[index]\n var otherChar = other[index]\n if
(thisChar != otherChar) {\n thisChar = thisChar.toUpperCaseChar()\n otherChar =
otherChar.toUpperCaseChar()\n if (thisChar !=
otherChar) {\n thisChar = thisChar.toLowerCaseChar()\n otherChar =
otherChar.toLowerCaseChar()\n if (thisChar != otherChar) {\n return
thisChar.compareTo(otherChar)\n }\n }\n }\n }\n return n1 - n2\n } else {\n
return compareTo(other)\n }\n}\n\n\n/**\n * Returns `true` if the contents of this char sequence are equal to the
contents of the specified [other],\n * i.e. both char sequences contain the same number of the same characters in the
same order.\n * @sample samples.text.Strings.contentEquals\n */\n\n@SinceKotlin("1.5")\n\npublic actual infix
fun CharSequence?.contentEquals(other: CharSequence?): Boolean = contentEqualsImpl(other)\n\n\n/**\n * Returns
`true` if the contents of this char sequence are equal to the contents of the specified [other], optionally ignoring case
difference.\n * @param ignoreCase `true` to ignore character
case when comparing contents.\n * @sample samples.text.Strings.contentEquals\n */\n\n@SinceKotlin("1.5")\n\npublic actual fun CharSequence?.contentEquals(other: CharSequence?, ignoreCase:
Boolean): Boolean {\n return if (ignoreCase)\n this.contentEqualsIgnoreCaseImpl(other)\n else\n
this.contentEqualsImpl(other)\n}\n\n\nprivate val STRING_CASE_INSENSITIVE_ORDER = Comparator<String>
{ a, b -> a.compareTo(b, ignoreCase = true) }\n\n@SinceKotlin("1.2")\n\npublic actual val
String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>\n get() =
STRING_CASE_INSENSITIVE_ORDER\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CharsKt")\n\npackage kotlin.text\n\n/**\n
 * Returns the numeric value of the decimal digit that this Char represents.\n
 * Throws an exception if this Char is not a valid decimal digit.\n * A Char is considered to represent a decimal
digit if [isDigit] is true for the Char.\n * In this case, the Unicode decimal digit value of the character is returned.\n
*\n * @sample samples.text.Chars.digitToInt\n */\n\n@SinceKotlin("1.5")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\npublic fun Char.digitToInt(): Int
{\n return digitOf(this, 10).also {\n if (it < 0) throw IllegalArgumentException("Char $this is not a decimal
digit")\n }\n}\n\n\n/**\n * Returns the numeric value of the digit that this Char represents in the specified [radix].\n
 * Throws an exception if the [radix] is not in the range `2..36` or if this Char is not a valid digit in the specified
[radix].\n * A Char is considered to represent a digit in the specified [radix] if at least one of the following is

```

true: \n \* - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified

[radix]. In this case the decimal digit value is returned. \n \* - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case, `this.code - 'A'.code + 10` is returned. \n \* - The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned. \n \* - The Char is one of the fullwidth Latin capital letters '\uFF21' through '\uFF3A' and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned. \n \* - The Char is one of the fullwidth Latin small letters '\uFF41' through '\uFF5A' and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned. \n \* \n \* @sample samples.text.Chars.digitToInt

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Char.digitToInt(radix: Int): Int {\n return digitToIntOrNull(radix)
```

```
? : throw IllegalArgumentException("`Char $this is not a digit in the given radix=$radix`")\n}\n\n/**\n * Returns the numeric value of the decimal digit that this Char represents, or `null` if this Char is not a valid decimal digit.\n * A Char is considered to represent a decimal digit if [isDigit] is true for the Char. \n * In this case, the Unicode decimal digit value of the character is returned. \n * \n * @sample samples.text.Chars.digitToIntOrNull
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
```

```
Char.digitToIntOrNull(): Int? {\n return digitOf(this, 10).takeIf { it >= 0 }\n}\n\n/**\n * Returns the numeric value of the digit that this Char represents in the specified [radix], or `null` if this Char is not a valid digit in the specified [radix]. \n * Throws an exception if the [radix] is not in the range `2..36`. \n * A Char is considered to represent a digit in the specified [radix] if at least one of the following is true:\n
```

```
* - [isDigit] is `true` for the Char and the Unicode decimal digit value of the character is less than the specified [radix]. In this case the decimal digit value is returned. \n * - The Char is one of the uppercase Latin letters 'A' through 'Z' and its [code] is less than `radix + 'A'.code - 10`. In this case, `this.code - 'A'.code + 10` is returned. \n * - The Char is one of the lowercase Latin letters 'a' through 'z' and its [code] is less than `radix + 'a'.code - 10`. In this case, `this.code - 'a'.code + 10` is returned. \n * - The Char is one of the fullwidth Latin capital letters '\uFF21' through '\uFF3A' and its [code] is less than `radix + 0xFF21 - 10`. In this case, `this.code - 0xFF21 + 10` is returned. \n * - The Char is one of the fullwidth Latin small letters '\uFF41' through '\uFF5A' and its [code] is less than `radix + 0xFF41 - 10`. In this case, `this.code - 0xFF41 + 10` is returned. \n * \n * @sample samples.text.Chars.digitToIntOrNull
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
```

```
fun Char.digitToIntOrNull(radix: Int): Int? {\n checkRadix(radix)\n return digitOf(this, radix).takeIf { it >= 0 }\n}\n\n/**\n * Returns the Char that represents this decimal digit. \n * Throws an exception if this value is not in the range `0..9`. \n * If this value is in `0..9`, the decimal digit Char with code `0'.code + this` is returned. \n * \n * @sample samples.text.Chars.digitToChar
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(): Char {\n if (this in 0..9) {\n return '0' + this\n }\n throw IllegalArgumentException("`Int $this is not a decimal digit`")\n}\n\n/**\n * Returns the Char that represents this numeric digit value in the specified [radix]. \n * Throws an exception if the [radix] is not in the range `2..36` or if this value is not in the range `0` until radix`. \n * If this value is less than `10`, the decimal digit Char with code
```

```
`0'.code + this` is returned. \n * Otherwise, the uppercase Latin letter with code `A'.code + this - 10` is returned. \n * \n * @sample samples.text.Chars.digitToChar
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Int.digitToChar(radix: Int): Char {\n if (radix !in 2..36) {\n throw IllegalArgumentException("`Invalid radix: $radix. Valid radix values are in range 2..36`")\n }\n if (this < 0 || this >= radix) {\n throw IllegalArgumentException("`Digit $this does not represent a valid digit in radix $radix`")\n }\n return if (this < 10) {\n '0' + this\n } else {\n 'A' + this - 10\n }\n}\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the invariant locale. \n * \n * @Deprecated("`Use lowercaseChar() instead.`",
```

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ReplaceWith("lowercaseChar()"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
Char.toLowerCase(): Char\n\n/**\n * Converts this character to lower
case using Unicode mapping rules of the invariant locale.\n *\n * This function performs one-to-one character
mapping.\n * To support one-to-many character mapping use the [toLowerCase] function.\n * If this character has no
mapping equivalent, the character itself is returned.\n *\n * @sample samples.text.Chars.toLowerCase\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.toLowerCaseChar(): Char\n\n/**\n * Converts this character to lower case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports one-to-many character mapping, thus the length of the returned
string can be greater than one.\n * For example, "\u0130.toLowerCase()" returns "\u0069\u0307",\n * where
"\u0130" is the LATIN CAPITAL LETTER I WITH DOT ABOVE character ('\u0130').\n * If this character has
no lower case mapping, the result of `toString()` of this char is returned.\n *\n * @sample
samples.text.Chars.toLowerCase\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
expect fun Char.toLowerCase(): String\n\n/**\n * Converts this character to upper case using Unicode mapping rules
of the invariant locale.\n *\n * @Deprecated("Use uppercaseChar() instead.")
ReplaceWith("uppercaseChar()"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
Char.toUpperCase(): Char\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many
character mapping use the [toUpperCase] function.\n * If this character has no mapping equivalent, the character itself
is returned.\n *\n * @sample samples.text.Chars.toUpperCase\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.toUpperCaseChar(): Char\n\n/**\n * Converts this character to upper case using Unicode mapping rules of the
invariant locale.\n *\n * This function supports
one-to-many character mapping, thus the length of the returned string can be greater than one.\n * For example,
"\uFB00.toUpperCase()" returns "\u0046\u0046",\n * where "\uFB00" is the LATIN SMALL LIGATURE FF
character ('\uFB00').\n * If this character has no upper case mapping, the result of `toString()` of this char is
returned.\n *\n * @sample samples.text.Chars.toUpperCase\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Char.toUpperCase(): String\n\n/**\n * Converts this character to title case using Unicode mapping rules of the
invariant locale.\n *\n * This function performs one-to-one character mapping.\n * To support one-to-many
character mapping use the [toUpperCase] function.\n * If this character has no mapping equivalent, the result of calling
[toUpperCaseChar] is returned.\n *\n * @sample samples.text.Chars.titlecase\n
*/\n@SinceKotlin("1.5")\npublic expect fun Char.titlecaseChar(): Char\n\n/**\n * Converts this character
to title case using Unicode mapping rules of the invariant locale.\n *\n * This function supports one-to-many
character mapping, thus the length of the returned string can be greater than one.\n * For example,
"\uFB00.titlecase()" returns "\u0046\u0066",\n * where "\uFB00" is the LATIN SMALL LIGATURE FF
character ('\uFB00').\n * If this character has no title case mapping, the result of [toUpperCase] is returned instead.\n
*\n * @sample samples.text.Chars.titlecase\n
*/\n@SinceKotlin("1.5")\npublic fun Char.titlecase(): String =
titlecaseImpl()\n\n/**\n * Concatenates this Char and a String.\n *\n * @sample samples.text.Chars.plus\n
*/\n@kotlin.internal.InlineOnly\npublic inline operator fun Char.plus(other: String): String = this.toString() +
other\n\n/**\n * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.\n
*\n * Two characters are considered equal ignoring case if `Char.toUpperCaseChar().toLowerCaseChar()` on each
character produces the same result.\n *\n * @param ignoreCase `true` to ignore character case when comparing
characters. By default `false`.\n *\n * @sample samples.text.Chars.equals\n
*/\npublic fun Char.equals(other: Char,
ignoreCase: Boolean = false): Boolean {\n if (this == other) return true\n if (!ignoreCase) return false\n\n val
thisUpper = this.toUpperCaseChar()\n val otherUpper = other.toUpperCaseChar()\n return thisUpper == otherUpper
|| thisUpper.toLowerCaseChar() == otherUpper.toLowerCaseChar()\n}\n\n/**\n * Returns `true` if this character is a
Unicode surrogate code unit.\n */\npublic fun Char.isSurrogate(): Boolean = this in

```



```

Char.MIN_SURROGATE..Char.MAX_SURROGATE\n\n/**\n * Returns the Unicode general category of this
character.\n *\n@SinceKotlin("1.5")\npublic expect val Char.category: CharCategory\n\n/**\n * Returns `true` if
this character (Unicode code point) is defined in Unicode.\n *\n * A character is considered to be defined in Unicode
if its [category] is
 not [CharCategory.UNASSIGNED].\n *\n@SinceKotlin("1.5")\npublic expect fun Char.isDefined():
Boolean\n\n/**\n * Returns `true` if this character is a letter.\n *\n * A character is considered to be a letter if its
[category] is [CharCategory.UPPERCASE_LETTER],\n * [CharCategory.LOWERCASE_LETTER],
[CharCategory.TITLECASE_LETTER], [CharCategory.MODIFIER_LETTER], or
[CharCategory.OTHER_LETTER].\n *\n * @sample samples.text.Chars.isLetter\n
*\n@SinceKotlin("1.5")\npublic expect fun Char.isLetter(): Boolean\n\n/**\n * Returns `true` if this character is a
letter or digit.\n *\n * @see isLetter\n * @see isDigit\n *\n * @sample samples.text.Chars.isLetterOrDigit\n
*\n@SinceKotlin("1.5")\npublic expect fun Char.isLetterOrDigit(): Boolean\n\n/**\n * Returns `true` if this
character is a digit.\n *\n * A character is considered to be a digit if its [category] is
[CharCategory.DECIMAL_DIGIT_NUMBER].\n *\n * @sample samples.text.Chars.isDigit\n
*\n@SinceKotlin("1.5")\npublic expect fun
 Char.isDigit(): Boolean\n\n/**\n * Returns `true` if this character is upper case.\n *\n * A character is considered to
be an upper case character if its [category] is [CharCategory.UPPERCASE_LETTER],\n * or it has contributory
property `Other_Uppercase` as defined by the Unicode Standard.\n *\n * @sample
samples.text.Chars.isUpperCase\n *\n@SinceKotlin("1.5")\npublic expect fun Char.isUpperCase():
Boolean\n\n/**\n * Returns `true` if this character is lower case.\n *\n * A character is considered to be a lower case
character if its [category] is [CharCategory.LOWERCASE_LETTER],\n * or it has contributory property
`Other_Lowercase` as defined by the Unicode Standard.\n *\n * @sample samples.text.Chars.isLowerCase\n
*\n@SinceKotlin("1.5")\npublic expect fun Char.isLowerCase(): Boolean\n\n/**\n * Returns `true` if this
character is a title case letter.\n *\n * A character is considered to be a title case letter if its [category] is
[CharCategory.TITLECASE_LETTER].\n *\n * @sample
samples.text.Chars.isTitleCase\n *\n@SinceKotlin("1.5")\npublic expect fun Char.isTitleCase():
Boolean\n\n/**\n * Returns `true` if this character is an ISO control character.\n *\n * A character is considered to
be an ISO control character if its [category] is [CharCategory.CONTROL],\n * meaning the Char is in the range
`\u0000..\u001F` or in the range `\u007F..\u009F`.\n *\n * @sample samples.text.Chars.isISOControl\n
*\n@SinceKotlin("1.5")\npublic expect fun Char.isISOControl(): Boolean\n\n/**\n * Determines whether a
character is whitespace according to the Unicode standard.\n * Returns `true` if the character is whitespace.\n *\n *
@sample samples.text.Chars.isWhitespace\n *\npublic expect fun Char.isWhitespace(): Boolean\n", "\n *
Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage
kotlin\n\n/**\n
 * Creates a Char with the specified [code], or throws an exception if the [code] is out of
`Char.MIN_VALUE.code..Char.MAX_VALUE.code`.\n *\n * If the program that calls this function is written in a
way that only valid [code] is passed as the argument,\n * using the overload that takes a [UShort] argument is
preferable (`Char(intValue.toUShort())`).\n * That overload doesn't check validity of the argument, and may
improve program performance when the function is called routinely inside a loop.\n *\n * @sample
samples.text.Chars.charFromCode\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun Char(code: Int): Char {\n if (code < Char.MIN_VALUE.code || code > Char.MAX_VALUE.code) {\n
 throw IllegalArgumentException("Invalid Char code: $code")\n }\n return code.toChar()\n}\n\n/**\n
 * Creates a Char with the specified [code].\n *\n * @sample samples.text.Chars.charFromCode\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("NO_ACTUAL_FOR
_EXPECT")\npublic

```

```

expect fun Char(code: UShort): Char\n\n/**\n * Returns the code of this Char.\n *\n * Code of a Char is the value it
was constructed with, and the UTF-16 code unit corresponding to this Char.\n *\n * @sample
samples.text.Chars.code\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\n@Su
ppress("DEPRECATION")\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline val Char.code: Int get() =
this.toInt()\n","/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\npackage
kotlin.sequences\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport
kotlin.random.*\n\n/**\n * Returns `true` if [element] is found in the sequence.\n *\n * The operation is
terminal.\n *\npublic operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T):
Boolean {\n return indexOf(element) >= 0\n}\n\n/**\n * Returns an element at the given [index] or throws an
[IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.\n *\n * The operation is
terminal.\n *\n * @sample samples.collections.Collections.Elements.elementAt\n *\npublic fun <T>
Sequence<T>.elementAt(index: Int): T {\n return elementAtOrElse(index) { throw
IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }\n}\n\n/**\n * Returns an
element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this
sequence.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*\npublic fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {\n if (index < 0)\n return defaultValue(index)\n val iterator = iterator()\n var count = 0\n while (iterator.hasNext()) {\n val
element = iterator.next()\n if (index == count++)\n return element\n }\n return
defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this sequence.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n *\npublic fun <T>
Sequence<T>.elementAtOrNull(index: Int): T? {\n if (index < 0)\n return null\n val iterator = iterator()\n
var count = 0\n while (iterator.hasNext()) {\n val element = iterator.next()\n if (index == count++)\n
return element\n }\n return null\n}\n\n/**\n * Returns the first element matching the given [predicate], or `null`
if
no such element was found.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Elements.find\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T>
Sequence<T>.find(predicate: (T) -> Boolean): T? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the last
element matching the given [predicate], or `null` if no such element was found.\n *\n * The operation is
terminal.\n *\n * @sample samples.collections.Collections.Elements.find\n
*\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {\n
return lastOrNull(predicate)\n}\n\n/**\n * Returns the first element.\n *\n * The operation is _terminal_.\n *\n *
@throws NoSuchElementException if the sequence is empty.\n *\npublic fun <T> Sequence<T>.first(): T {\n val
iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException("Sequence is empty.")\n
return iterator.next()\n}\n\n/**\n * Returns the first element
matching the given [predicate].\n *\n * @throws [NoSuchElementException] if no such element is found.\n *\n * The
operation is _terminal_.\n *\npublic inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {\n for
(element in this) if (predicate(element)) return element\n throw NoSuchElementException("Sequence contains no
element matching the predicate.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function
being applied to elements of this sequence in iteration order,\n *\n * or throws [NoSuchElementException] if no non-
null value was produced.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Transformations.firstNotNullOf\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Any>

```

```

Sequence<T>.firstNotNullOf(transform: (T) -> R?): R {
 return firstNotNullOfOrNull(transform) ?: throw
 NoSuchElementException("No element of the sequence was transformed to a non-null value.")
}

* Returns the first non-null value produced by [transform] function being applied to elements of this sequence in
iteration order, or `null` if no non-null value was produced.

@sample samples.collections.Collections.Transformations.firstNotNullOf

@SinceKotlin("1.5")
@kotlin.internal.InlineOnly
public inline fun <T, R : Any>
Sequence<T>.firstNotNullOfOrNull(transform: (T) -> R?): R? {
 for (element in this) {
 val result =
 transform(element)
 if (result != null) {
 return result
 }
 }
 return null
}

Returns the first element, or `null` if the sequence is empty.

* The operation is _terminal_.

public fun
<T> Sequence<T>.firstOrNull(): T? {
 val iterator = iterator()
 if (!iterator.hasNext())
 return null
 return iterator.next()
}

* Returns the first element matching the given [predicate], or `null` if element was
not found.

* The operation is _terminal_.

public inline fun <T> Sequence<T>.firstOrNull(predicate: (T) -> Boolean):
T? {
 for (element in this) if (predicate(element)) return element
 return null
}

* Returns first index
of [element], or -1 if the sequence does not contain element.

* The operation is _terminal_.

public fun
<@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
 var index = 0
 for (item in
 this) {
 checkIndexOverflow(index)
 if (element == item)
 return index
 index++
 }
 return -1
}

* Returns index of the first element matching the given [predicate], or -1 if the sequence does
not contain such element.

* The operation is _terminal_.

public inline fun <T>
Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
 var index = 0
 for (item in this) {
 checkIndexOverflow(index)
 if (predicate(item))
 return index
 index++
 }
 return -1
}

* Returns index of the last element matching the given [predicate], or -
1 if the sequence does not contain such element.

* The operation is _terminal_.

public inline fun <T>
Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
 var lastIndex = -1
 var index = 0
 for (item in
 this) {
 checkIndexOverflow(index)
 if (predicate(item))
 lastIndex = index
 index++
 }
 return lastIndex
}

* Returns the last element.

* The operation is _terminal_.

* @throws
NoSuchElementException if the sequence is empty.

* @sample
samples.collections.Collections.Elements.last

public fun <T> Sequence<T>.last(): T {
 val iterator =
 iterator()
 if (!iterator.hasNext())
 throw NoSuchElementException("Sequence is empty.")
 var last =
 iterator.next()
 while (iterator.hasNext())
 last = iterator.next()
 return last
}

* Returns the last element matching the given [predicate].

* The operation is _terminal_.

* @throws
NoSuchElementException if no such element is found.

* @sample
samples.collections.Collections.Elements.last

public inline fun <T> Sequence<T>.last(predicate: (T) ->
Boolean): T {
 var last: T? = null
 var found = false
 for (element in this) {
 if (predicate(element))
 last = element
 found = true
 }
 if (!found) throw
 NoSuchElementException("Sequence contains no element matching the predicate.")
 @Suppress("UNCHECKED_CAST")
 return last as T
}

* Returns last index of [element], or -1 if the
sequence does not contain element.

* The operation is _terminal_.

public fun
<@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
 var lastIndex = -1
 var
 index = 0
 for (item in this) {
 checkIndexOverflow(index)
 if (element == item)
 lastIndex = index
 index++
 }
 return lastIndex
}

* Returns the
last element, or `null` if the sequence is empty.

* The operation is _terminal_.

* @sample
samples.collections.Collections.Elements.last

public fun <T> Sequence<T>.lastOrNull(): T? {
 val iterator
 = iterator()
 if (!iterator.hasNext())
 return null
 var last = iterator.next()
 while (iterator.hasNext())
 last = iterator.next()
 return last
}

* Returns the last element matching the given [predicate], or `null`
if no such element was found.

* The operation is _terminal_.

* @sample
samples.collections.Collections.Elements.last

public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) ->
Boolean): T? {
 var last: T? = null
 for (element in this) {
 if (predicate(element)) {
 last =

```

```

element\n }\n }\n return last\n}\n\n/**\n * Returns the single
element, or throws an exception if the sequence is empty or has more than one element.\n *\n * The operation is
terminal.\n *\npublic fun <T> Sequence<T>.single(): T {\n val iterator = iterator()\n if (!iterator.hasNext())\n throw NoSuchElementException("Sequence is empty.")\n val single = iterator.next()\n if
(iterator.hasNext())\n throw IllegalArgumentException("Sequence has more than one element.")\n return
single\n}\n\n/**\n * Returns the single element matching the given [predicate], or throws exception if there is no or
more than one matching element.\n *\n * The operation is _terminal_.\n *\npublic inline fun <T>
Sequence<T>.single(predicate: (T) -> Boolean): T {\n var single: T? = null\n var found = false\n for (element
in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException("Sequence contains
more than one matching element.")\n single = element\n found = true\n }\n }\n if (!found) throw NoSuchElementException("Sequence contains no element matching the
predicate.")\n @SuppressWarnings("UNCHECKED_CAST")\n return single as T\n}\n\n/**\n * Returns single element,
or `null` if the sequence is empty or has more than one element.\n *\n * The operation is _terminal_.\n *\npublic
fun <T> Sequence<T>.singleOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext())\n return
null\n val single = iterator.next()\n if (iterator.hasNext())\n return null\n return single\n}\n\n/**\n *
Returns the single element matching the given [predicate], or `null` if element was not found or more than one
element was found.\n *\n * The operation is _terminal_.\n *\npublic inline fun <T>
Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {\n var single: T? = null\n var found = false\n for
(element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n
 found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns a sequence
containing all elements except first [n] elements.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n *
@param [n] number of elements to skip\n * @throws IllegalArgumentException if [n] is negative.\n *\n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic fun <T> Sequence<T>.drop(n: Int):
Sequence<T> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return when {\n n
== 0 -> this\n this is DropTakeSequence -> this.drop(n)\n else -> DropSequence(this, n)\n }\n}\n\n/**\n *
Returns a sequence containing all elements except first elements that satisfy the given [predicate].\n *\n * The
operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Transformations.drop\n *\npublic fun <T> Sequence<T>.dropWhile(predicate: (T)
-> Boolean): Sequence<T> {\n return DropWhileSequence(this,
predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the given [predicate].\n *\n * The
operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Filtering.filter\n
*\npublic fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {\n return
FilteringSequence(this, true, predicate)\n}\n\n/**\n * Returns a sequence containing only elements matching the
given [predicate].\n *\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n *\n * The operation is _intermediate_ and _stateless_.\n
*\n * @sample samples.collections.Collections.Filtering.filterIndexed\n *\npublic fun <T>
Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {\n // TODO: Rewrite with
generalized MapFilterIndexingSequence\n return
TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index,
it.value) }), { it.value })\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given
[destination].\n *\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n *\npublic inline fun <T, C : MutableCollection<in T>>
Sequence<T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {\n forEachIndexed {
index, element ->\n if (predicate(index, element)) destination.add(element)\n }\n return
destination\n}\n\n/**\n * Returns a sequence containing all elements that are instances of specified type parameter
R.\n *\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample
samples.collections.Collections.Filtering.filterIsInstance\n *\npublic inline fun <reified R>

```

```

Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer
R> {\n @Suppress("\UNCHECKED_CAST")\n return filter { it is R } as Sequence<R>\n}\n\n/**\n * Appends
all elements that are instances of specified type parameter R to the given [destination].\n * \n * The operation is
terminal.\n * \n * @sample samples.collections.Collections.Filtering.filterIsInstanceTo\n * \n\npublic inline fun
<reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {\n for (element in
this) if (element is R) destination.add(element)\n return destination\n}\n\n/**\n * Returns a sequence containing
all elements not matching the given [predicate].\n * \n * The operation is _intermediate_ and _stateless_.\n * \n *
@sample samples.collections.Collections.Filtering.filter\n * \n\npublic fun <T> Sequence<T>.filterNot(predicate: (T)
-> Boolean): Sequence<T> {\n return FilteringSequence(this, false, predicate)\n}\n\n/**\n * Returns a sequence
containing all elements that are not `null`.\n * \n * The operation
is _intermediate_ and _stateless_.\n * \n * @sample samples.collections.Collections.Filtering.filterNotNull\n
*\n\npublic fun <T : Any> Sequence<T?>.filterNotNull(): Sequence<T> {\n
@Suppress("\UNCHECKED_CAST")\n return filterNot { it == null } as Sequence<T>\n}\n\n/**\n * Appends all
elements that are not `null` to the given [destination].\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Filtering.filterNotNullTo\n * \n\npublic fun <C : MutableCollection<in T>, T : Any>
Sequence<T?>.filterNotNullTo(destination: C): C {\n for (element in this) if (element != null)
destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not matching the given
[predicate] to the given [destination].\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n * \n\npublic inline fun <T, C : MutableCollection<in T>>
Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C
{\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements matching the given [predicate] to the given [destination].\n * \n * The operation is
terminal.\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n * \n\npublic inline fun <T, C :
MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {\n for (element in
this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a sequence
containing first [n] elements.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @throws
IllegalArgumentException if [n] is negative.\n * \n * @sample
samples.collections.Collections.Transformations.take\n * \n\npublic fun <T> Sequence<T>.take(n: Int): Sequence<T>
{\n require(n >= 0) { "\Requested element count $n is less than zero." }\n return when {\n n == 0 ->
emptySequence()\n this is DropTakeSequence
-> this.take(n)\n else -> TakeSequence(this, n)\n }\n}\n\n/**\n * Returns a sequence containing first elements
satisfying the given [predicate].\n * \n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Collections.Transformations.take\n * \n\npublic fun <T> Sequence<T>.takeWhile(predicate: (T) -
> Boolean): Sequence<T> {\n return TakeWhileSequence(this, predicate)\n}\n\n/**\n * Returns a sequence that
yields elements of this sequence sorted according to their natural sort order.\n * \n * The sort is _stable_. It means
that equal elements preserve their order relative to each other after sorting.\n * \n * The operation is _intermediate_
and _stateful_.\n * \n * @sample samples.collections.Collections.Sorting.sorted\n * \n\npublic inline fun <T : Comparable<T>>
Sequence<T>.sorted(): Sequence<T> {\n return object :
Sequence<T> {\n override fun iterator(): Iterator<T> {\n val sortedList = this@sorted.toMutableList()\n
sortedList.sort()\n return sortedList.iterator()\n }\n }\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted according to natural sort
order of the value returned by specified [selector] function.\n * \n * The sort is _stable_. It means that equal
elements preserve their order relative to each other after sorting.\n * \n * The operation is _intermediate_ and
stateful.\n * \n * @sample samples.collections.Collections.Sorting.sortedBy\n * \n\npublic inline fun <T, R :
Comparable<R>> Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {\n return
sortedWith(compareBy(selector))\n}\n\n/**\n * Returns a sequence that yields elements of this sequence sorted
descending according to natural sort order of the value returned by specified [selector] function.\n * \n * The sort is
stateful. It means that equal elements preserve their order relative to each other after sorting.\n * \n * The operation
is _intermediate_ and _stateful_.\n * \n * @sample samples.collections.Collections.Sorting.sortedDescending\n * \n\npublic inline fun <T, R : Comparable<R>>

```

Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {\n return sortedWith(compareByDescending(selector))\n}\n\n/\*\*\n \* Returns a sequence that yields elements of this sequence sorted descending according to their natural sort order.\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \* \n \* The operation is `_intermediate_` and `_stateful_`.\n \*/\n\npublic fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {\n return sortedWith(reverseOrder())\n}\n\n/\*\*\n \* Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \* \n \* The operation is `_intermediate_` and `_stateful_`.\n \*/\n\npublic fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {\n return object : Sequence<T> {\n override fun iterator(): Iterator<T> {\n val sortedList = this@sortedWith.toMutableList()\n sortedList.sortWith(comparator)\n return sortedList.iterator()\n } }\n}\n\n/\*\*\n \* Returns a [Map] containing key-value pairs provided by [transform] function\n \* applied to elements of the given sequence.\n \* \n \* If any of two pairs would have the same key the last one gets added to the map.\n \* \n \* The returned map preserves the entry iteration order of the original sequence.\n \* \n \* The operation is `_terminal_`.\n \* \n \* @sample\n \* samples.collections.Collections.Transformations.associate\n \*/\n\npublic inline fun <T, K, V> Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {\n return associateTo(LinkedHashMap<K, V>(), transform)\n}\n\n/\*\*\n \* Returns a [Map] containing the elements from the given sequence indexed by the key\n \* returned from [keySelector] function applied to each element.\n \* \n \* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n \* \n \* The returned map preserves the entry iteration order of the original sequence.\n \* \n \* The operation is `_terminal_`.\n \* \n \* @sample\n \* samples.collections.Collections.Transformations.associateBy\n \*/\n\npublic inline fun <T, K> Sequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> {\n return associateByTo(LinkedHashMap<K, T>(), keySelector)\n}\n\n/\*\*\n \* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.\n \* \n \* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n \* \n \* The returned map preserves the entry iteration order of the original sequence.\n \* \n \* The operation is `_terminal_`.\n \* \n \* @sample\n \* samples.collections.Collections.Transformations.associateByWithValueTransform\n \*/\n\npublic inline fun <T, K, V> Sequence<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {\n return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)\n}\n\n/\*\*\n \* Populates and returns the [destination] mutable map with key-value pairs,\n \* where key is provided by the [keySelector] function applied to each element of the given sequence\n \* and value is the element itself.\n \* \n \* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n \* \n \* The operation is `_terminal_`.\n \* \n \* @sample\n \* samples.collections.Collections.Transformations.associateByTo\n \*/\n\npublic inline fun <T, K, M : MutableMap<in K, in T>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K): M {\n for (element in this) {\n destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/\*\*\n \* Populates and returns the [destination] mutable map with key-value pairs,\n \* where key is provided by the [keySelector] function and\n \* and value is provided by the [valueTransform] function applied to elements of the given sequence.\n \* \n \* If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n \* \n \* The operation is `_terminal_`.\n \* \n \* @sample\n \* samples.collections.Collections.Transformations.associateByToWithValueTransform\n \*/\n\npublic inline fun <T, K, V, M : MutableMap<in K, in V>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {\n for (element in this) {\n destination.put(keySelector(element), valueTransform(element))\n }\n return destination\n}\n\n/\*\*\n \* Populates and returns the [destination] mutable map with key-value pairs\n \* provided by [transform] function applied to each element of the given sequence.\n \* \n \* If any of two pairs would have the same key the last one gets added to the map.\n \* \n \* The operation is

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terminal.\n * \n * @sample samples.collections.Collections.Transformations.associateTo\n */\npublic inline fun
<T, K, V, M : MutableMap<in
K, in V>> Sequence<T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {\n for (element in this)
{\n destination += transform(element)\n }\n return destination\n}\n\n/**\n * Returns a [Map] where keys are
elements from the given sequence and values are\n * produced by the [valueSelector] function applied to each
element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.associateWith\n */\n@SinceKotlin("1.3")\npublic inline fun <K,
V> Sequence<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {\n val result = LinkedHashMap<K,
V>()\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs for each element of the given sequence,\n * where key is the element itself
and value is provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the
last one overwrites the former value in the map.\n *\n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n */\n@SinceKotlin("1.3")\npublic inline fun
<K, V, M : MutableMap<in K, in V>> Sequence<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M
{\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return
destination\n}\n\n/**\n * Appends all elements to the given [destination] collection.\n *\n * The operation is
terminal.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.addTo\n */\npublic fun <T, C : MutableCollection<in T>> Sequence<T>.toCollection(destination: C): C {\n
for (item in this) {\n destination.add(item)\n }\n return destination\n}\n\n/**\n * Returns a new [HashSet] of
all elements.\n *\n * The operation is _terminal_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.toHashSet\n */\npublic fun <T> Sequence<T>.toHashSet(): HashSet<T>
{\n return toCollection(HashSet<T>())\n}\n\n/**\n * Returns a [List] containing all elements.\n *\n * The
operation is _terminal_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.toList\n */\npublic fun <T> Sequence<T>.toList(): List<T> {\n val it = iterator()\n if
(!it.hasNext())\n return emptyList()\n val element = it.next()\n if (!it.hasNext())\n return
listOf(element)\n val dst = ArrayList<T>()\n dst.add(element)\n while (it.hasNext()) dst.add(it.next())\n
return dst\n}\n\n/**\n * Returns a new [MutableList] filled with all elements of this sequence.\n *\n * The operation
is _terminal_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.toMutableList\n */\npublic fun <T> Sequence<T>.toMutableList(): MutableList<T> {\n return
toCollection(ArrayList<T>())\n}\n\n/**\n * Returns a [Set] of all elements.\n *\n * The returned set preserves the
element iteration order of the original sequence.\n *\n * The operation is _terminal_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.toSet\n */\npublic fun <T>
Sequence<T>.toSet(): Set<T> {\n val it = iterator()\n if (!it.hasNext())\n return emptySet()\n
val element = it.next()\n if (!it.hasNext())\n return setOf(element)\n val dst = LinkedHashSet<T>()\n
dst.add(element)\n while (it.hasNext()) dst.add(it.next())\n return dst\n}\n\n/**\n * Returns a single sequence of
all elements from results of [transform] function being invoked on each element of original sequence.\n *\n * The
operation is _intermediate_ and _stateless_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIterable")\npublic fun <T, R>
Sequence<T>.flatMap(transform: (T) -> Iterable<R>): Sequence<R> {\n return FlatteningSequence(this,
transform, Iterable<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements from results of [transform]
function being invoked on each element of original sequence.\n *\n * The operation is _intermediate_ and
stateless.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic fun <T, R>
Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R> {\n return FlatteningSequence(this,
transform, Sequence<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original sequence.\n *\n * The operation
is _intermediate_ and _stateless_.\n * \n * @sample\n * \n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\npublic fun <T, R>

```

```

Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Iterable<R>): Sequence<R> {\n return
flatMapIndexed(this, transform, Iterable<R>::iterator)\n}\n\n/**\n * Returns a single sequence of all elements
yielded from results of [transform] function
being invoked on each element\n * and its index in the original sequence.\n *\n * The operation is _intermediate_
and _stateless_.\n *\n * @sample samples.collections.Collections.Transformations.flatMapIndexed\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIndexedSequence")\n public fun <T, R>
Sequence<T>.flatMapIndexed(transform: (index: Int, T) -> Sequence<R>): Sequence<R> {\n return
flatMapIndexed(this, transform, Sequence<R>::iterator)\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each element\n * and its index in the original sequence, to the given
[destination].\n *\n * The operation is _terminal_.\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n @kotlin.internal.InlineOnly\n publi
c
inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform: (index:
Int, T) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++), element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element\n * and its index in the original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIndexedSequenceTo")\n @kotlin.internal.InlineOnly\n publi
c inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.flatMapIndexedTo(destination: C, transform:
(index: Int, T) -> Sequence<R>): C {\n var index = 0\n for (element in this) {\n val list =
transform(checkIndexOverflow(index++),
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each element of original sequence, to the given [destination].\n *\n
* The operation is _terminal_.\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapIterableTo")\n public inline fun <T, R, C :
MutableCollection<in R>> Sequence<T>.flatMapTo(destination: C, transform: (T) -> Iterable<R>): C {\n for
(element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return
destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each
element of original sequence, to the given [destination].\n *\n * The operation is _terminal_.\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("flatMapTo")\n public inline fun <T, R, C :
MutableCollection<in R>> Sequence<T>.flatMapTo(destination:
C, transform: (T) -> Sequence<R>): C {\n for (element in this) {\n val list = transform(element)\n
destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups elements of the original sequence by the
key returned by the given [keySelector] function\n * applied to each element and returns a map where each group
key is associated with a list of corresponding elements.\n *\n * The returned map preserves the entry iteration order
of the keys produced from the original sequence.\n *\n * The operation is _terminal_.\n
*\n * @sample
samples.collections.Collections.Transformations.groupBy\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("groupBy")\n public inline fun <T, K>
Sequence<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {\n return groupByTo(LinkedHashMap<K,
MutableList<T>>(), keySelector)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to
each element of the original sequence\n * by the key returned by the given [keySelector] function applied to the
element\n * and
returns a map where each group key is associated with a list of corresponding values.\n *\n * The returned map
preserves the entry iteration order of the keys produced from the original sequence.\n *\n * The operation is
terminal.\n
*\n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
\n\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.jvm.JvmName("groupByKeysAndValues")\n public inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K,

```



```

List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector,
valueTransform)\n}\n\n/**\n * Groups elements of the original sequence by the key returned by the given
[keySelector] function\n * applied to each element and puts to the [destination] map each group key associated with
a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * The operation is _terminal_.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <T, K, M :
MutableMap<in K, MutableList<T>>> Sequence<T>.groupByTo(destination:
M, keySelector: (T) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<T>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the original sequence\n * by the
key returned by the given [keySelector] function applied to the element\n * and puts to the [destination] map each
group key associated with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * The
operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <T, K, V, M :
MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>()
}\n list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Creates a [Grouping] source
from a sequence to be used later with one of group-and-fold operations\n * using the specified [keySelector]
function to extract a key from each element.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n *
@sample samples.collections.Grouping.groupingByEachCount\n */\n@SinceKotlin("1.1")\npublic inline fun <T,
K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {\n return object :
Grouping<T, K> {\n override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()\n override fun
keyOf(element: T): K = keySelector(element)\n }\n}\n\n/**\n * Returns a sequence containing the results of
applying the given [transform] function\n * to each element in the original sequence.\n * \n * The operation is
intermediate and _stateless_.\n * \n * @sample samples.collections.Collections.Transformations.map\n */\npublic
fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {\n return TransformingSequence(this,
transform)\n}\n\n/**\n * Returns a sequence containing the results of applying the given [transform] function\n * to
each element and its index in the original sequence.\n * \n * @param [transform] function that takes the index of an
element and the element itself\n * and returns the result of the transform applied to the element.\n * \n * The
operation is _intermediate_ and _stateless_.\n */\npublic fun <T, R> Sequence<T>.mapIndexed(transform: (index:
Int, T) -> R): Sequence<R> {\n return TransformingIndexedSequence(this, transform)\n}\n\n/**\n * Returns a
sequence containing only the non-null results of applying the given [transform] function\n * to each element and its
index in the original sequence.\n * \n * @param [transform] function that takes the index of an element and the element
itself\n * and returns the result of the transform applied to the element.\n * \n * The operation is
intermediate and _stateless_.\n */\npublic fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform:
(index: Int, T) -> R?): Sequence<R> {\n return TransformingIndexedSequence(this,
transform).filterNotNull()\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the
original sequence\n * and appends only the non-null results to the given [destination].\n * \n * @param [transform]
function that takes the index of an element and the element itself\n * and returns the result of the transform applied
to the element.\n * \n * The operation is _terminal_.\n */\npublic inline fun <T, R : Any, C : MutableCollection<in
R>> Sequence<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {\n forEachIndexed
{ index, element -> transform(index, element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original sequence\n * and appends the
results to
the given [destination].\n * \n * @param [transform] function that takes the index of an element and the element itself\n
* and returns the result of the transform applied to the element.\n * \n * The operation is _terminal_.\n */\npublic
inline fun <T, R, C : MutableCollection<in R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int,
T) -> R): C {\n var index = 0\n for (item in this)\n

```

`destination.add(transform(checkIndexOverflow(index++), item))` `return destination`

Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence.

The operation is `_intermediate_` and `_stateless_`.

`@sample`

```

samples.collections.Collections.Transformations.mapNotNull
*/
public fun <T, R : Any>
Sequence<T>.mapNotNull(transform: (T) -> R?): Sequence<R> {
 return TransformingSequence(this,
transform).filterNotNull()
}

```

Applies the given [transform] function to each element in the original sequence and appends only the non-null results to the given [destination].

The operation is `_terminal_`.

```

*/
public inline fun <T, R : Any, C : MutableCollection<in R>>
Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
 forEach { element ->
transform(element)?.let { destination.add(it) } }
 return destination
}

```

Applies the given [transform] function to each element of the original sequence and appends the results to the given [destination].

The operation is `_terminal_`.

```

*/
public inline fun <T, R, C : MutableCollection<in R>>
Sequence<T>.mapTo(destination: C, transform: (T) -> R): C {
 for (item in this)
destination.add(transform(item))
 return destination
}

```

Returns a sequence that wraps each element of the original sequence into an [IndexedValue] containing the index of that element and the element itself.

The operation is `_intermediate_` and `_stateless_`.

```

*/
public fun <T> Sequence<T>.withIndex(): Sequence<IndexedValue<T>> {
 return
IndexingSequence(this)
}

```

Returns a sequence containing only distinct elements from the given sequence.

Among equal elements of the given sequence, only the first one will be present in the resulting sequence.

The elements in the resulting sequence are in the same order as they were in the source sequence.

The operation is `_intermediate_` and `_stateful_`.

`@sample`

```

samples.collections.Collections.Transformations.distinctAndDistinctBy
*/
public fun <T>
Sequence<T>.distinct(): Sequence<T> {
 return this.distinctBy { it }
}

```

Returns a sequence containing only elements from the given sequence having distinct keys returned by the given [selector] function.

Among elements of the given sequence with equal keys, only the first one will be present in the resulting sequence.

The elements in the resulting sequence are in the same order as they were in the source sequence.

The operation is `_intermediate_` and `_stateful_`.

`@sample`

```

samples.collections.Collections.Transformations.distinctAndDistinctBy
*/
public fun <T, K>
Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {
 return DistinctSequence(this, selector)
}

```

Returns a new [MutableSet] containing all distinct elements from the given sequence.

The returned set preserves the element iteration order of the original sequence.

The operation is `_terminal_`.

```

*/
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
 val set = LinkedHashSet<T>()
 for (item in this)
set.add(item)
 return set
}

```

Returns `true` if all elements match the given [predicate].

Note that if the sequence contains no elements, the function returns `true` because there are no elements in it that `do not` match the predicate.

See a more detailed explanation of this logic concept in ["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous\_truth)

article.

The operation is `_terminal_`.

`@sample`

```

samples.collections.Collections.Aggregates.all
*/
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
 for (element in this) if
(!predicate(element)) return false
 return true
}

```

Returns `true` if sequence has at least one element.

The operation is `_terminal_`.

`@sample`

```

samples.collections.Collections.Aggregates.any
*/
public fun <T> Sequence<T>.any(): Boolean {
 return iterator().hasNext()
}

```

Returns `true` if at least one element matches the given [predicate].

The operation is `_terminal_`.

`@sample`

```

samples.collections.Collections.Aggregates.anyWithPredicate
*/
public inline fun <T>
Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
 for (element in this) if (predicate(element)) return
true
 return false
}

```

Returns the number of elements in this sequence.

The operation is `_terminal_`.

```

*/
public fun <T> Sequence<T>.count(): Int {
 var count = 0
 for (element in this) checkCountOverflow(++count)
 return count
}

```

Returns the number of elements matching the given [predicate].

The operation is `_terminal_`.

```

*/
public inline fun <T> Sequence<T>.count(predicate:

```

```

(T) -> Boolean): Int {
 var count = 0
 for (element in this) if (predicate(element))
 checkCountOverflow(++count)
 return count
}

/**
 * Accumulates value starting with [initial] value and
 * applying [operation] from left to right
 * to current accumulator value and each element.
 * Returns the
 * specified [initial] value if the sequence is empty.
 * @param [operation] function that takes current
 * accumulator value and an element, and calculates the next accumulator value.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
 var accumulator =
 initial
 for (element in this) accumulator = operation(accumulator, element)
 return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator
 * value and each element with its index in the original sequence.
 * Returns the specified [initial] value if the
 * sequence is empty.
 * @param [operation] function that takes the index of an element, current accumulator
 * value
 * and the element itself, and calculates the next accumulator value.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
 var index = 0
 var accumulator = initial
 for (element in this) accumulator =
 operation(checkIndexOverflow(index++), accumulator, element)
 return accumulator
}

/**
 * Performs the
 * given [action] on each element.
 * The operation is _terminal_.
 */
public inline fun <T>
Sequence<T>.forEach(action:
(T) -> Unit): Unit {
 for (element in this) action(element)
}

/**
 * Performs the given [action] on each
 * element, providing sequential index with the element.
 * @param [action] function that takes the index of an
 * element and the element itself
 * and performs the action on the element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.forEachIndexed(action: (index: Int, T) -> Unit): Unit {
 var index = 0
 for (item in this) action(checkIndexOverflow(index++), item)
}

/**
 * Returns the largest element.
 * If
 * any of elements is `NaN` returns `NaN`.
 * The operation is _terminal_.
 * @throws
 * NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun Sequence<Double>.max(): Double {
 val iterator = iterator()
 if (!iterator.hasNext()) throw
 NoSuchElementException()
 var max = iterator.next()
 while (iterator.hasNext()) {
 val e = iterator.next()
 max = maxOf(max, e)
 }
 return
 max
}

/**
 * Returns the largest element.
 * If
 * any of elements is `NaN` returns `NaN`.
 * The
 * operation is _terminal_.
 * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun Sequence<Float>.max(): Float {
 val iterator = iterator()
 if (!iterator.hasNext()) throw
 NoSuchElementException()
 var max = iterator.next()
 while (iterator.hasNext()) {
 val e =
 iterator.next()
 max = maxOf(max, e)
 }
 return max
}

/**
 * Returns the largest element.
 * The
 * operation is _terminal_.
 * @throws NoSuchElementException if the sequence is empty.
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public fun <T : Comparable<T>> Sequence<T>.max():
T {
 val iterator = iterator()
 if (!iterator.hasNext()) throw
 NoSuchElementException()
 var max =
 iterator.next()
 while (iterator.hasNext()) {
 val e = iterator.next()
 if (max < e) max = e
 }
 return max
}

/**
 * Returns the first element yielding the largest value of the given function.
 * The
 * operation is _terminal_.
 * @throws NoSuchElementException if the sequence is empty.
 * @sample
 * samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.7")
@kotlin.jvm.JvmName("maxByOrThrow")
@Suppress("CONFLICTING_OVERLOADS")
public inline fun <T, R : Comparable<R>> Sequence<T>.maxBy(selector: (T) -> R): T {
 val iterator
 = iterator()
 if (!iterator.hasNext()) throw
 NoSuchElementException()
 var maxElem = iterator.next()
 if
 (!iterator.hasNext()) return maxElem
 var maxValue = selector(maxElem)
 do {
 val e = iterator.next()
 val v = selector(e)
 if (maxValue < v) {
 maxElem = e
 maxValue = v
 }
 } while (iterator.hasNext())
 return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if

```

```

there are no elements.\n *\n * The operation is _terminal_.\n *\n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n *\n @SinceKotlin("1.4")\n public inline fun <T, R :
Comparable<R>> Sequence<T>.maxByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var maxElem = iterator.next()\n if (!iterator.hasNext()) return maxElem\n var
maxValue = selector(maxElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (maxValue <
v) {\n maxElem = e\n maxValue = v\n }\n } while (iterator.hasNext())\n return
maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied
to each element in the sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n *\n * The operation is _terminal_.\n *\n * @throws NoSuchElementException if the sequence is
empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.maxOf(selector: (T) ->
Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var
maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * The operation
is _terminal_.\n *\n * @throws NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.maxOf(selector: (T) ->
Float): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var
maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * The operation is
terminal.\n *\n * @throws NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public
inline fun <T, R : Comparable<R>> Sequence<T>.maxOf(selector: (T) -> R): R {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (maxValue < v) {\n maxValue = v\n
}\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n *\n * The operation is _terminal_.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.maxOfOrNull(selector:
(T) -> Double): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return
null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v =
selector(iterator.next())\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns
the largest value among all values produced by [selector] function\n * applied to each element in the sequence or
`null` if there are no elements.\n * \n * If any of values produced by [selector] function is `NaN`, the returned
result is `NaN`.\n *\n * The operation is _terminal_.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.maxOfOrNull(selector:
(T) -> Float): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue =
selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the sequence or `null` if there are no elements.\n * \n *
The operation is _terminal_.\n

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R : Comparable<R>>
Sequence<T>.maxOfOrNull(selector: (T) -> R): R? {\n val iterator = iterator()\n if (!iterator.hasNext()) return
null\n var maxValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v =
selector(iterator.next())\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the sequence.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * The operation
is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <T, R>
Sequence<T>.maxOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {\n val iterator = iterator()\n if
(iterator.hasNext()) throw NoSuchElementException()\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(maxValue, v) < 0) {\n
 maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the sequence or `null`
if there are no elements.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <T, R> Sequence<T>.maxOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {\n
 val iterator = iterator()\n if (!iterator.hasNext()) return null\n var maxValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(maxValue, v) < 0) {\n
 maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest element or `null` if there are no
elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun Sequence<Double>.maxOrNull(): Double? {\n val iterator = iterator()\n
if (!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun Sequence<Float>.maxOrNull(): Float? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n max = maxOf(max, e)\n }\n return max\n}\n\n/**\n * Returns the largest element or `null` if
there are no elements.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun <T : Comparable<T>> Sequence<T>.maxOrNull(): T? {\n
 val iterator = iterator()\n if (!iterator.hasNext()) return null\n var max = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n * \n * The operation is
terminal.\n * \n * @throws NoSuchElementException if the sequence
is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T {\n
 val iterator =
iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n var max = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n
 return max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator]
or `null` if there are no elements.\n * \n * The operation is _terminal_.\n
*\n@SinceKotlin("1.4")\npublic fun <T>
Sequence<T>.maxWithOrNull(comparator: Comparator<in T>): T? {\n val iterator = iterator()\n if
(!iterator.hasNext()) return null\n var max = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n

```

```

* Returns the smallest element.\n * \n * If any of elements is `NaN` returns `NaN`.\n * \n * The operation is
terminal.\n * \n * @throws NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun Sequence<Double>.min(): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e =
iterator.next()\n min = minOf(min, e)\n }\n return min\n }\n\n**\n * Returns the smallest element.\n * \n * If
any of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun Sequence<Float>.min(): Float {\n val iterator = iterator()\n if (!iterator.hasNext()) throw
NoSuchElementException()\n
 var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n
 }\n return min\n }\n\n**\n * Returns the smallest element.\n * \n * The operation is _terminal_.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minOrThrow")\n @Suppress("CONFLICTING_OVERLOA
DS")\n public fun <T : Comparable<T>> Sequence<T>.min(): T {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var min = iterator.next()\n while (iterator.hasNext())
{\n val e = iterator.next()\n if (min > e) min = e\n }\n return min\n }\n\n**\n * Returns the first element
yielding the smallest value of the given function.\n * \n * The operation is _terminal_.\n * \n * @throws
NoSuchElementException if the sequence is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minByOrThrow")\n @Suppress("CONFLICTING_OVERLO
ADS")\n public
inline fun <T, R : Comparable<R>> Sequence<T>.minBy(selector: (T) -> R): T {\n val iterator = iterator()\n if
(!iterator.hasNext()) throw NoSuchElementException()\n var minElem = iterator.next()\n if (!iterator.hasNext())
return minElem\n var minValue = selector(minElem)\n do {\n val e = iterator.next()\n val v =
selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n } while
(iterator.hasNext())\n return minElem\n }\n\n**\n * Returns the first element yielding the smallest value of the
given function or `null` if there are no elements.\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Aggregates.minByOrNull\n
*\n @SinceKotlin("1.4")\n public inline fun <T, R :
Comparable<R>> Sequence<T>.minByOrNull(selector: (T) -> R): T? {\n val iterator = iterator()\n if
(!iterator.hasNext())
return null\n var minElem = iterator.next()\n if (!iterator.hasNext()) return minElem\n var minValue =
selector(minElem)\n do {\n val e = iterator.next()\n val v = selector(e)\n if (minValue > v) {\n
minElem = e\n minValue = v\n }\n } while (iterator.hasNext())\n return minElem\n }\n\n**\n *
Returns the smallest value among all values produced by [selector] function\n * applied to each element in the
sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n *
The operation is _terminal_.\n * \n * @throws NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.minOf(selector: (T) ->
Double): Double {\n val iterator = iterator()\n if (!iterator.hasNext()) throw NoSuchElementException()\n
 var minValue = selector(iterator.next())\n while (iterator.hasNext()) {\n val v = selector(iterator.next())\n
minValue = minOf(minValue, v)\n }\n return minValue\n }\n\n**\n * Returns the smallest value among all
values produced by [selector] function\n * applied to each element in the sequence.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * The operation is _terminal_.\n * \n *
@throws NoSuchElementException if the sequence is empty.\n
*\n @SinceKotlin("1.4")\n @OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n @OverloadResolution
ByLambdaReturnType\n @kotlin.internal.InlineOnly\n public inline fun <T> Sequence<T>.minOf(selector: (T) ->

```

```

Float): Float {
 val iterator = iterator()
 if (!iterator.hasNext()) throw NoSuchElementException()
 var
 minValue = selector(iterator.next())
 while (iterator.hasNext()) {
 val v = selector(iterator.next())
 minValue = minOf(minValue, v)
 }
 return minValue
}

/** Returns the smallest value among all
values produced by [selector] function
* applied to each element in the sequence.
* The operation is
terminal
* @throws NoSuchElementException if the sequence is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Sequence<T>.minOf(selector: (T) -> R): R {
 val iterator = iterator()
 if (!iterator.hasNext()) throw
 NoSuchElementException()
 var minValue = selector(iterator.next())
 while (iterator.hasNext()) {
 val v
 = selector(iterator.next())
 if (minValue > v) {
 minValue = v
 }
 }
 return
 minValue
}

/** Returns the smallest value among all values produced by [selector] function
* applied to
each element in the sequence or `null` if there
are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
* The operation is
terminal
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minOrNull(selector:
(T) -> Double): Double? {
 val iterator = iterator()
 if (!iterator.hasNext()) return null
 var minValue =
 selector(iterator.next())
 while (iterator.hasNext()) {
 val v = selector(iterator.next())
 minValue =
 minOf(minValue, v)
 }
 return minValue
}

/** Returns the smallest value among all values produced
by [selector] function
* applied to each element in the sequence or `null` if there are no elements.
* If any of
values produced by [selector] function is `NaN`, the returned result is `NaN`.
* The operation is
terminal
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public
inline fun <T> Sequence<T>.minOrNull(selector: (T) -> Float): Float? {
 val iterator = iterator()
 if
 (!iterator.hasNext()) return null
 var minValue = selector(iterator.next())
 while (iterator.hasNext()) {
 val v = selector(iterator.next())
 minValue = minOf(minValue, v)
 }
 return minValue
}

/** Returns the smallest value among all values produced by [selector] function
* applied to each element in the
sequence or `null` if there are no elements.
* The operation is
terminal
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R : Comparable<R>>
Sequence<T>.minOrNull(selector: (T) -> R): R? {
 val iterator = iterator()
 if (!iterator.hasNext()) return
 null
 var
 minValue = selector(iterator.next())
 while (iterator.hasNext()) {
 val v = selector(iterator.next())
 if
 (minValue > v) {
 minValue = v
 }
 }
 return minValue
}

/** Returns the smallest value
according to the provided [comparator]
* among all values produced by [selector] function applied to each
element in the sequence.
* @throws NoSuchElementException if the sequence is empty.
* The
operation is
terminal
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.minOfWith(comparator: Comparator<in R>, selector: (T) -> R): R {
 val iterator = iterator()
 if
 (!iterator.hasNext()) throw NoSuchElementException()
 var minValue = selector(iterator.next())
 while
 (iterator.hasNext()) {
 val v = selector(iterator.next())
 if (comparator.compare(minValue,
 v) > 0) {
 minValue = v
 }
 }
 return minValue
}

/** Returns the smallest value
according to the provided [comparator]
* among all values produced by [selector] function applied to each
element in the sequence or `null` if there are no elements.
* The operation is
terminal
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolution
ByLambdaReturnType
@kotlin.internal.InlineOnly
public inline fun <T, R>
Sequence<T>.minOfWithOrNull(comparator: Comparator<in R>, selector: (T) -> R): R? {
 val iterator =

```

```

iterator()\n if (!iterator.hasNext()) return null\n var minValue = selector(iterator.next())\n while
(iterator.hasNext()) {\n val v = selector(iterator.next())\n if (comparator.compare(minValue, v) > 0) {\n
 minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest element or `null` if there are
no elements.\n * \n * If any
of elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n * \n @SinceKotlin("1.4")\npublic fun
Sequence<Double>.minOrNull(): Double? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n
var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n
}\n return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * If any of
elements is `NaN` returns `NaN`.\n * \n * The operation is _terminal_.\n * \n @SinceKotlin("1.4")\npublic fun
Sequence<Float>.minOrNull(): Float? {\n val iterator = iterator()\n if (!iterator.hasNext()) return null\n var
min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n min = minOf(min, e)\n }\n
return min\n}\n\n/**\n * Returns the smallest element or `null` if there are no elements.\n * \n * The operation is
intermediate.\n * \n @SinceKotlin("1.4")\npublic
fun <T : Comparable<T>> Sequence<T>.minOrNull(): T? {\n val iterator = iterator()\n if (!iterator.hasNext())
return null\n var min = iterator.next()\n while (iterator.hasNext()) {\n val e = iterator.next()\n if (min >
e) min = e\n }\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the
provided [comparator].\n * \n * The operation is _terminal_.\n * \n * @throws NoSuchElementException if the
sequence is empty.\n * \n @SinceKotlin("1.7")\n @kotlin.jvm.JvmName("minWithOrThrow")\n @Suppress("CONFLICTING_OVER
LOADS")\npublic fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T {\n val iterator =
iterator()\n if (!iterator.hasNext()) throw NoSuchElementException\n var min = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(min, e) > 0) min = e\n }\n return
min\n}\n\n/**\n * Returns the first element having the smallest value according
to the provided [comparator] or `null` if there are no elements.\n * \n * The operation is _terminal_.\n * \n @SinceKotlin("1.4")\npublic fun <T> Sequence<T>.minWithOrNull(comparator: Comparator<in T>): T? {\n
val iterator = iterator()\n if (!iterator.hasNext()) return null\n var min = iterator.next()\n while
(iterator.hasNext()) {\n val e = iterator.next()\n if (comparator.compare(min, e) > 0) min = e\n }\n return
min\n}\n\n/**\n * Returns `true` if the sequence has no elements.\n * \n * The operation is _terminal_.\n * \n *
@sample samples.collections.Collections.Aggregates.none\n * \n @SinceKotlin("1.4")\npublic fun <T> Sequence<T>.none(): Boolean {\n
return !iterator().hasNext()\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n * \n * The
operation is _terminal_.\n * \n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n * \n @SinceKotlin("1.4")\npublic inline fun <T> Sequence<T>.none(predicate: (T) -> Boolean): Boolean {\n for (element
in this) if (predicate(element)) return false\n return true\n}\n\n/**\n * Returns a sequence which performs the
given [action] on each element of the original sequence as they pass through it.\n * \n * The operation is
intermediate and _stateless_.\n * \n @SinceKotlin("1.1")\npublic fun <T> Sequence<T>.onEach(action: (T) ->
Unit): Sequence<T> {\n return map {\n action(it)\n it\n }\n}\n\n/**\n * Returns a sequence which
performs the given [action] on each element of the original sequence as they pass through it.\n * \n * @param [action]
function that takes the index of an element and the element itself\n * and performs the action on the element.\n * \n * The operation is _intermediate_ and _stateless_.\n * \n @SinceKotlin("1.4")\npublic fun <T>
Sequence<T>.onEachIndexed(action: (index: Int, T) -> Unit): Sequence<T> {\n return mapIndexed { index,
element ->\n action(index, element)\n element\n }\n}\n\n/**\n * Accumulates value starting with the first
element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n *
Throws an exception if this sequence is empty. If the sequence can be empty in an expected way,\n * please use
[reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes
current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * The operation is
intermediate.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n * \n @SinceKotlin("1.4")\npublic inline fun <S, T : S>
Sequence<T>.reduce(operation: (acc: S, T) -> S): S {\n val iterator = this.iterator()\n if (!iterator.hasNext())
throw UnsupportedOperationException("Empty sequence can't be reduced.")\n var accumulator: S =

```







applied to each element in the sequence.

```

 * The operation is _terminal_.
 @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 @DeprecatedSinceKotlin(warningSince = "1.5")
 public inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {
 var sum: Int = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 @DeprecatedSinceKotlin(warningSince = "1.5")
 public inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @SinceKotlin("1.4")
 @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 @OverloadResolutionByLambdaReturnType
 @kotlin.jvm.JvmName("sumOfDouble")
 @kotlin.internal.InlineOnly
 public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Double): Double {
 var sum: Double = 0.toDouble()
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @SinceKotlin("1.4")
 @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 @OverloadResolutionByLambdaReturnType
 @kotlin.jvm.JvmName("sumOfInt")
 @kotlin.internal.InlineOnly
 public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Int): Int {
 var sum: Int = 0.toInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @SinceKotlin("1.4")
 @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 @OverloadResolutionByLambdaReturnType
 @kotlin.jvm.JvmName("sumOfLong")
 @kotlin.internal.InlineOnly
 public inline fun <T> Sequence<T>.sumOf(selector: (T) -> Long): Long {
 var sum: Long = 0.toLong()
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @SinceKotlin("1.5")
 @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 @OverloadResolutionByLambdaReturnType
 @kotlin.jvm.JvmName("sumOfUInt")
 @WasExperimental(ExperimentalUnsignedTypes::class)
 @kotlin.internal.InlineOnly
 public inline fun <T> Sequence<T>.sumOf(selector: (T) -> UInt): UInt {
 var sum: UInt = 0.toUInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.
 * The operation is _terminal_.
 @SinceKotlin("1.5")
 @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 @OverloadResolutionByLambdaReturnType
 @kotlin.jvm.JvmName("sumOfULong")
 @WasExperimental(ExperimentalUnsignedTypes::class)
 @kotlin.internal.InlineOnly
 public inline fun <T> Sequence<T>.sumOf(selector: (T) -> ULong): ULong {
 var sum: ULong = 0.toULong()
 for (element in this) {
 sum += selector(element)
 }
 return sum
 }
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are any `null` elements.
 * The operation is _intermediate_ and _stateless_.
 @public fun <T : Any> Sequence<T>.requireNonNulls(): Sequence<T> {
 return map { it ?: throw IllegalArgumentException("null element found in $this.") }
 }
 * Splits this sequence into a sequence of lists each not exceeding the given [size].
 * The last list in the resulting sequence may have fewer elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * The operation is _intermediate_ and _stateful_.
 * @sample samples.collections.Collections.Transformations.chunked
 @SinceKotlin("1.2")
 public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
 return windowed(size, size, partialWindows = true)
 }
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to an each.
 * @return sequence of results of the [transform] applied to an each list.
 * Note that the list passed to the [transform] function is ephemeral and is valid only inside

```

that function.  
 You should not store it or allow it to escape in some way, unless you made a snapshot of it.  
 The last list may have fewer elements than the given [size].  
 @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.  
 The operation is `_intermediate_` and `_stateful_`.  
 @sample samples.text.Strings.chunkedTransform

```

*^@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R):
Sequence<R> {
 return windowed(size, size, partialWindows = true, transform = transform)
}

```

Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].  
 The operation is `_intermediate_` and `_stateless_`.  
 public operator fun <T>

```

Sequence<T>.minus(element: T): Sequence<T> {
 return object: Sequence<T> {
 override fun iterator():
Iterator<T> {
 var removed = false
 return this@minus.filter { if (!removed && it == element) { removed = true; false }
 else true }.iterator()
 }
 }
}

```

Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.  
 Note that the source sequence and the array being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.  
 The operation is `_intermediate_` and `_stateful_`.  
 public operator fun <T>

```

Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
 if (elements.isEmpty()) return this
 return object: Sequence<T> {
 override fun iterator(): Iterator<T> {
 return this@minus.filterNot { it in elements }.iterator()
 }
 }
}

```

Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.  
 Note that the source sequence and the collection being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.  
 The operation is `_intermediate_` and `_stateful_`.  
 public operator fun <T>

```

Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
 return object: Sequence<T> {
 override fun iterator(): Iterator<T> {
 val other = elements.convertToListIfNotCollection()
 if (other.isEmpty())
 return this@minus.iterator()
 else
 return this@minus.filterNot { it in other }.iterator()
 }
 }
}

```

Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.  
 Note that the source sequence and the sequence being subtracted are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.  
 The operation is `_intermediate_` for this sequence and `_terminal_` and `_stateful_` for the [elements] sequence.  
 public operator fun <T>

```

Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
 return object: Sequence<T> {
 override fun iterator(): Iterator<T> {
 val other = elements.toList()
 if (other.isEmpty())
 return this@minus.iterator()
 else
 return this@minus.filterNot { it in other }.iterator()
 }
 }
}

```

Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].  
 The operation is `_intermediate_` and `_stateless_`.  
 @kotlin.internal.InlineOnly  
 public inline fun <T>

```

Sequence<T>.minusElement(element: T): Sequence<T> {
 return minus(element)
}

```

Splits the original sequence into pair of lists, where `first` list contains elements for which [predicate] yielded `true`, while `second` list contains elements for which [predicate] yielded `false`.  
 The operation is `_terminal_`.  
 @sample samples.collections.Sequences.Transformations.partition  
 public inline fun <T>

```

Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
 val first = ArrayList<T>()
 val second = ArrayList<T>()
 for (element in this) {
 if (predicate(element))
 first.add(element)
 else
 second.add(element)
 }
 return Pair(first, second)
}

```

Returns a sequence containing all elements of the original sequence and then the given [element].  
 The operation is `_intermediate_` and `_stateless_`.  
 public operator fun <T>

```

Sequence<T>.plus(element: T): Sequence<T> {
 return sequenceOf(this, sequenceOf(element)).flatten()
}

```

Returns a sequence containing all elements of original sequence and then all elements of the given [elements] array.  
 Note that the source sequence and the array being added are iterated only when an `iterator` is requested from



```

Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {\n return
MergingSequence(this, other, transform)\n}\n\n/**\n * Returns a sequence of pairs of each two adjacent elements in
this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two elements.\n * \n * The
operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNext\n *\n@SinceKotlin("1.2")\npublic fun <T>
Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {\n return zipWithNext { a, b -> a to b }\n}\n\n/**\n *
Returns a sequence containing the results of applying the given [transform] function\n * to an each pair of two
adjacent elements in this sequence.\n * \n * The returned sequence is empty if this sequence contains less than two
elements.\n * \n *\n * The operation is _intermediate_ and _stateless_.\n * \n * @sample
samples.collections.Collections.Transformations.zipWithNextToFindDeltas\n *\n@SinceKotlin("1.2")\npublic
fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {\n return sequence result@
{\n val iterator = iterator()\n if (!iterator.hasNext()) return @result\n var current = iterator.next()\n
while (iterator.hasNext()) {\n val next = iterator.next()\n yield(transform(current, next))\n
current = next\n }\n }\n}\n\n/**\n * Appends the string from all the elements separated using [separator] and
using the given [prefix] and [postfix] if supplied.\n * \n * If the collection could be huge, you can specify a non-
negative value of [limit], in which case only the first [limit]\n * elements will be appended, followed by the
[truncated] string (which defaults to "...").\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.joinTo\n
*\npublic fun <T, A : Appendable> Sequence<T>.joinTo(buffer: A, separator: CharSequence = "\", \"", prefix:
CharSequence = "\", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "...", transform: ((T)
-> CharSequence)? = null): A {\n buffer.append(prefix)\n var count = 0\n for (element in this) {\n if
(++count > 1) buffer.append(separator)\n if (limit < 0 || count <= limit) {\n
buffer.appendElement(element, transform)\n } else break\n }\n if (limit >= 0 && count > limit)
buffer.append(truncated)\n buffer.append(postfix)\n return buffer\n}\n\n/**\n * Creates a string from all the
elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * \n * If the collection
could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]\n * elements will
be appended, followed by the [truncated] string
(which defaults to "...").\n * \n * The operation is _terminal_.\n * \n * @sample
samples.collections.Collections.Transformations.joinToString\n *\npublic fun <T>
Sequence<T>.joinToString(separator: CharSequence = "\", \"", prefix: CharSequence = "\", postfix: CharSequence =
\"", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {\n return
joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n}\n\n/**\n * Creates an
[Iterable] instance that wraps the original sequence returning its elements when being iterated.\n *\npublic fun <T>
Sequence<T>.asIterable(): Iterable<T> {\n return Iterable { this.iterator() }\n}\n\n/**\n * Returns this sequence as
a [Sequence].\n *\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.asSequence(): Sequence<T>
{\n return this\n}\n\n/**\n * Returns an average value of elements in the sequence.\n * \n * The operation is
terminal.\n * \n *\n@kotlin.jvm.JvmName("averageOfByte")\npublic
fun Sequence<Byte>.average(): Double {\n var sum: Double = 0.0\n var count: Int = 0\n for (element in this)
{\n sum += element\n checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum
/ count\n}\n\n/**\n * Returns an average value of elements in the sequence.\n * \n * The operation is _terminal_.\n
*\n@kotlin.jvm.JvmName("averageOfShort")\npublic fun Sequence<Short>.average(): Double {\n var sum:
Double = 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n
checkCountOverflow(++count)\n }\n return if (count == 0) Double.NaN else sum / count\n}\n\n/**\n * Returns
an average value of elements in the sequence.\n * \n * The operation is _terminal_.\n
*\n@kotlin.jvm.JvmName("averageOfInt")\npublic fun Sequence<Int>.average(): Double {\n var sum: Double
= 0.0\n var count: Int = 0\n for (element in this) {\n sum += element\n checkCountOverflow(++count)\n
}

```

```

 }
 return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
 var sum: Double = 0.0
 var count: Int = 0
 for (element in this) {
 sum += element
 checkCountOverflow(++count)
 }
 return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
 var sum: Double = 0.0
 var count: Int = 0
 for (element in this) {
 sum += element
 checkCountOverflow(++count)
 }
 return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
 var sum: Double = 0.0
 var count: Int = 0
 for (element in this) {
 sum += element
 checkCountOverflow(++count)
 }
 return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
 var sum: Int = 0
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
 var sum: Int = 0
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
 var sum: Int = 0
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
 var sum: Long = 0L
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
 var sum: Float = 0.0f
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += element
 }
 return sum
}

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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
package kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
 val result = LinkedHashSet<T>(mapCapacity(size))
 var removed = false
 return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] array.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Array<out T>): Set<T> {
 val result = LinkedHashSet<T>(this)
 result.removeAll(elements)
 return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] collection.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
 val other = elements.convertToListIfNotCollection()
 if (other.isEmpty()) return this.toSet()
 if (other is Set) return this.filterNotTo(LinkedHashSet<T>()) { it in other }
 val result = LinkedHashSet<T>(this)
 result.removeAll(other)
 return result
}

```

all elements of the original set except the elements contained in the given [elements] sequence.

`Set<T>.minus(elements: Sequence<T>): Set<T>` {`val result = LinkedHashSet<T>(this)`  
`result.removeAll(elements)`  
`return result`}  
Returns a set containing all elements of the original set except the given [element].

`Set<T>.minusElement(element: T): Set<T>` {`return minus(element)`}  
Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.

`Set<T>.plus(element: T): Set<T>` {`val result = LinkedHashSet<T>(mapCapacity(size + 1))`  
`result.addAll(this)`  
`result.add(element)`  
`return result`}  
Returns a set containing all elements of the original set and the given [elements] array, which aren't already in this set.

`Set<T>.plus(elements: Array<out T>): Set<T>` {`val result = LinkedHashSet<T>(mapCapacity(this.size + elements.size))`  
`result.addAll(this)`  
`result.addAll(elements)`  
`return result`}  
Returns a set containing all elements of the original set and the given [elements] collection, which aren't already in this set.

`Set<T>.plus(elements: Iterable<T>): Set<T>` {`val result = LinkedHashSet<T>(mapCapacity(elements.collectionSizeOrNull()?.let { this.size + it } ?: this.size * 2))`  
`result.addAll(this)`  
`result.addAll(elements)`  
`return result`}  
Returns a set containing all elements of the original set and the given [elements] sequence, which aren't already in this set.

`Set<T>.plus(elements: Sequence<T>): Set<T>` {`val result = LinkedHashSet<T>(mapCapacity(this.size * 2))`  
`result.addAll(this)`  
`result.addAll(elements)`  
`return result`}  
Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.

`Set<T>.plusElement(element: T): Set<T>` {`return plus(element)`}  
Returns a set containing all elements of the original set and then the given [element] if it isn't already in this set.

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NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

`CharSequence.elementAt(index: Int): Char`  
Returns a character at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this char sequence.

`CharSequence.elementAt(index: Int, defaultValue: (Int) -> Char): Char` {`return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)`}  
Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.

`CharSequence.elementAtOrNull(index: Int): Char?` {`return this.getOrNull(index)`}  
Returns the first character matching the given [predicate], or `null` if no such character was found.

`CharSequence.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char` {`return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)`}  
Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.

`CharSequence.find(predicate: (Char) -> Boolean): Char?` {`return firstOrNull(predicate)`}  
Returns the first character matching the given [predicate], or `null` if no such character was found.

`CharSequence.findLast(predicate: (Char) -> Boolean): Char?` {`return lastOrNull(predicate)`}  
Returns the last character matching the given [predicate], or `null` if no such character was found.



```

return
lastOrNull(predicate)\n}\n\n/**\n * Returns the first character.\n * \n * @throws NoSuchElementException if the
char sequence is empty.\n */\npublic fun CharSequence.first(): Char {\n if (isEmpty())\n throw
NoSuchElementException("Char sequence is empty.")\n return this[0]\n}\n\n/**\n * Returns the first character
matching the given [predicate].\n * @throws [NoSuchElementException] if no such character is found.\n */\npublic
inline fun CharSequence.first(predicate: (Char) -> Boolean): Char {\n for (element in this) if (predicate(element))
return element\n throw NoSuchElementException("Char sequence contains no character matching the
predicate.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function being applied to
characters of this char sequence in iteration order,\n * or throws [NoSuchElementException] if no non-null value
was produced.\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n
*/\n\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Any> CharSequence.firstNotNullOf(transform: (Char) -> R?): R {\n return
firstNotNullOfOrNull(transform) ?: throw NoSuchElementException("No element of the char sequence was
transformed to a non-null value.")\n}\n\n/**\n * Returns the first non-null value produced by [transform] function
being applied to characters of this char sequence in iteration order,\n * or `null` if no non-null value was produced.\n
*/\n * \n * @sample samples.collections.Collections.Transformations.firstNotNullOf\n
*/\n\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\npublic inline fun <R : Any>
CharSequence.firstNotNullOfOrNull(transform: (Char) -> R?): R? {\n for (element in this) {\n val result =
transform(element)\n if (result != null) {\n return result\n }\n }\n return null\n}\n\n/**\n *
Returns the first character, or `null` if the char sequence is empty.\n */\npublic fun CharSequence.firstOrNull():
Char? {\n return if (isEmpty()) null else this[0]\n}\n\n/**\n * Returns the first character matching the given
[predicate], or `null` if character was not found.\n */\npublic inline fun CharSequence.firstOrNull(predicate: (Char) -
> Boolean): Char? {\n for (element in this) if (predicate(element)) return element\n return null\n}\n\n/**\n *
Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of
bounds of this char sequence.\n */\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.getOrElse(index:
Int, defaultValue: (Int) -> Char): Char {\n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)\n}\n\n/**\n * Returns a character at the given [index] or `null` if the [index] is out of bounds of
this char sequence.\n * \n * @sample samples.collections.Collections.Elements.getOrElse\n */\n\npublic fun
CharSequence.getOrElse(index: Int): Char? {\n return if (index >= 0 && index <= lastIndex)
get(index) else null\n}\n\n/**\n * Returns index of the first character matching the given [predicate], or -1 if the
char sequence does not contain such character.\n */\npublic inline fun CharSequence.indexOfFirst(predicate: (Char)
-> Boolean): Int {\n for (index in indices) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns index of the last character matching the given [predicate], or -1 if the char sequence
does not contain such character.\n */\npublic inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean):
Int {\n for (index in indices.reversed()) {\n if (predicate(this[index])) {\n return index\n }\n }\n return -1\n}\n\n/**\n * Returns the last character.\n * \n * @throws NoSuchElementException if the char sequence
is empty.\n * \n * @sample samples.text.Strings.last\n */\npublic fun CharSequence.last(): Char {\n if
(isEmpty())\n throw NoSuchElementException("Char
sequence is empty.")\n return this[lastIndex]\n}\n\n/**\n * Returns the last character matching the given
[predicate].\n * \n * @throws NoSuchElementException if no such character is found.\n * \n * @sample
samples.text.Strings.last\n */\npublic inline fun CharSequence.last(predicate: (Char) -> Boolean): Char {\n for
(index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException("Char sequence contains no character matching the predicate.")\n}\n\n/**\n * Returns the last character, or `null` if the char sequence is empty.\n * \n * @sample samples.text.Strings.last\n
*/\n\npublic fun CharSequence.lastOrNull(): Char? {\n return if (isEmpty()) null else this[length - 1]\n}\n\n/**\n * Returns the last character matching the given [predicate], or `null` if no such character was found.\n * \n * @sample
samples.text.Strings.last\n */\npublic inline fun CharSequence.lastOrNull(predicate:

```





```

C, predicate: (Char) -> Boolean): C { \n for (index in 0 until length) { \n val element = get(index)\n if
(predicate(element)) destination.append(element)\n } \n return destination\n}\n\n/**\n * Returns a char sequence
containing characters of the original char sequence at the specified range of [indices].\n */\npublic fun
CharSequence.slice(indices: IntRange): CharSequence { \n if (indices.isEmpty()) return ""\n return
subSequence(indices)\n}\n\n/**\n * Returns a string containing characters of the original string at the specified
range of [indices].\n */\npublic fun String.slice(indices: IntRange): String { \n if (indices.isEmpty()) return ""\n
return substring(indices)\n}\n\n/**\n * Returns a char sequence containing characters of the original char sequence
at specified [indices].\n */\npublic fun CharSequence.slice(indices: Iterable<Int>): CharSequence { \n val size =
indices.collectionSizeOrDefault(10)\n if (size == 0) return ""\n
val result = StringBuilder(size)\n for (i in indices) { \n result.append(get(i))\n }\n return
result\n}\n\n/**\n * Returns a string containing characters of the original string at specified [indices].\n */\n
@kotlin.internal.InlineOnly\npublic inline fun String.slice(indices: Iterable<Int>): String { \n return (this as
CharSequence).slice(indices).toString()\n}\n\n/**\n * Returns a subsequence of this char sequence containing the
first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n */\n
@throws IllegalArgumentException if [n] is negative.\n */\n * @sample samples.text.Strings.take\n */\npublic fun
CharSequence.take(n: Int): CharSequence { \n require(n >= 0) { \"Requested character count $n is less than zero.\"
}\n return subSequence(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a string containing the first [n]
characters from this string, or the entire string if this string is shorter.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample samples.text.Strings.take\n */\npublic fun
String.take(n: Int): String { \n require(n >= 0) { \"Requested character count $n is less than zero.\" }\n return
substring(0, n.coerceAtMost(length))\n}\n\n/**\n * Returns a subsequence of this char sequence containing the last
[n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.\n */\n * @throws
IllegalArgumentException if [n] is negative.\n */\n * @sample samples.text.Strings.take\n */\npublic fun
CharSequence.takeLast(n: Int): CharSequence { \n require(n >= 0) { \"Requested character count $n is less than
zero.\" }\n val length = length\n return subSequence(length - n.coerceAtMost(length), length)\n}\n\n/**\n *
Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.\n */\n
* @throws IllegalArgumentException if [n] is negative.\n */\n * @sample samples.text.Strings.take\n */\npublic fun
String.takeLast(n: Int): String { \n require(n >= 0) { \"Requested character count $n is less than
zero.\" }\n val length = length\n return substring(length - n.coerceAtMost(length))\n}\n\n/**\n * Returns a
subsequence of this char sequence containing last characters that satisfy the given [predicate].\n */\n * @sample
samples.text.Strings.take\n */\npublic inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean):
CharSequence { \n for (index in lastIndex downTo 0) { \n if (!predicate(this[index])) { \n return
subSequence(index + 1, length)\n } \n }\n return subSequence(0, length)\n}\n\n/**\n * Returns a string
containing last characters that satisfy the given [predicate].\n */\n * @sample samples.text.Strings.take\n */\npublic
inline fun String.takeLastWhile(predicate: (Char) -> Boolean): String { \n for (index in lastIndex downTo 0) { \n
if (!predicate(this[index])) { \n return substring(index
+ 1)\n } \n return this\n}\n\n/**\n * Returns a subsequence of this char sequence containing the first
characters that satisfy the given [predicate].\n */\n * @sample samples.text.Strings.take\n */\npublic inline fun
CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence { \n for (index in 0 until length)\n if
(!predicate(get(index))) { \n return subSequence(0, index)\n }\n return subSequence(0,
length)\n}\n\n/**\n * Returns a string containing the first characters that satisfy the given [predicate].\n */\n
* @sample samples.text.Strings.take\n */\npublic inline fun String.takeWhile(predicate: (Char) -> Boolean): String
{ \n for (index in 0 until length)\n if (!predicate(get(index))) { \n return substring(0, index)\n }\n
return this\n}\n\n/**\n * Returns a char sequence with characters in reversed order.\n */\npublic fun
CharSequence.reversed(): CharSequence { \n return StringBuilder(this).reverse()\n}\n\n/**\n * Returns a string
with characters in reversed order.\n */\n@kotlin.internal.InlineOnly\npublic inline fun
String.reversed(): String { \n return (this as CharSequence).reversed().toString()\n}\n\n/**\n * Returns a [Map]
containing key-value pairs provided by [transform] function\n */\n * applied to characters of the given char sequence.\n */

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\n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original char sequence.\n * \n * @sample samples.text.Strings.associate
*\npublic inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {\n val
capacity = mapCapacity(length).coerceAtLeast(16)\n return associateTo(LinkedHashMap<K, V>(capacity),
transform)\n}\n\n/**\n * Returns a [Map] containing the characters from the given char sequence indexed by the
key\n * returned from [keySelector] function applied to each character.\n * \n * If
any two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n *
The returned map preserves the entry iteration order of the original char sequence.\n * \n * @sample
samples.text.Strings.associateBy\n *\npublic inline fun <K> CharSequence.associateBy(keySelector: (Char) -> K):
Map<K, Char> {\n val capacity = mapCapacity(length).coerceAtLeast(16)\n return
associateByTo(LinkedHashMap<K, Char>(capacity), keySelector)\n}\n\n/**\n * Returns a [Map] containing the
values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char
sequence.\n * \n * If any two characters would have the same key returned by [keySelector] the last one gets added
to the map.\n * \n * The returned map preserves the entry iteration order of the original char sequence.\n * \n *
@sample samples.text.Strings.associateByWithValueTransform\n *\npublic inline fun <K, V>
CharSequence.associateBy(keySelector: (Char) ->
K, valueTransform: (Char) -> V): Map<K, V> {\n val capacity = mapCapacity(length).coerceAtLeast(16)\n
return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n}\n\n/**\n * Populates and
returns the [destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function
applied to each character of the given char sequence\n * and value is the character itself.\n * \n * If any two
characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n * @sample
samples.text.Strings.associateByTo\n *\npublic inline fun <K, M : MutableMap<in K, in Char>>
CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in this) {\n
destination.put(keySelector(element), element)\n }\n return destination\n}\n\n/**\n * Populates and returns the
[destination] mutable map with key-value pairs,\n * where key is provided by the [keySelector] function and\n * and
value is provided by the [valueTransform] function applied to characters of the given char sequence.\n * \n * If any
two characters would have the same key returned by [keySelector] the last one gets added to the map.\n * \n *
@sample samples.text.Strings.associateByToWithValueTransform\n *\npublic inline fun <K, V, M :
MutableMap<in K, in V>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K,
valueTransform: (Char) -> V): M {\n for (element in this) {\n destination.put(keySelector(element),
valueTransform(element))\n }\n return destination\n}\n\n/**\n * Populates and returns the [destination] mutable
map with key-value pairs\n * provided by [transform] function applied to each character of the given char
sequence.\n * \n * If any of two pairs would have the same key the last one gets added to the map.\n * \n * @sample
samples.text.Strings.associateTo\n *\npublic inline fun <K, V, M : MutableMap<in K, in V>>
CharSequence.associateTo(destination: M, transform:
(Char) -> Pair<K, V>): M {\n for (element in this) {\n destination += transform(element)\n }\n return
destination\n}\n\n/**\n * Returns a [Map] where keys are characters from the given char sequence and values are\n
* produced by the [valueSelector] function applied to each character.\n * \n * If any two characters are equal, the
last one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original char
sequence.\n * \n * @sample samples.text.Strings.associateWith\n *\n@SinceKotlin("1.3")\npublic inline fun <V>
CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {\n val result = LinkedHashMap<Char,
V>(mapCapacity(length).coerceAtMost(128)).coerceAtLeast(16)\n return associateWithTo(result,
valueSelector)\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each
character of the given char sequence,\n * where key is the character itself and value is provided
by the [valueSelector] function applied to that key.\n * \n * If any two characters are equal, the last one overwrites
the former value in the map.\n * \n * @sample samples.text.Strings.associateWithTo\n
*\n@SinceKotlin("1.3")\npublic inline fun <V, M : MutableMap<in Char, in V>>
CharSequence.associateWithTo(destination: M, valueSelector: (Char) -> V): M {\n for (element in this) {\n

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destination.put(element, valueSelector(element))\n } \n return destination\n}\n\n/**\n * Appends all characters to
the given [destination] collection.\n */\npublic fun <C : MutableCollection<in Char>>
CharSequence.toCollection(destination: C): C {\n for (item in this) {\n destination.add(item)\n }\n return
destination\n}\n\n/**\n * Returns a new [HashSet] of all characters.\n */\npublic fun CharSequence.toHashSet():
HashSet<Char> {\n return toCollection(HashSet<Char>(mapCapacity(length.coerceAtMost(128))))\n}\n\n/**\n *
Returns a [List] containing all characters.\n */\npublic
fun CharSequence.toList(): List<Char> {\n return when (length) {\n 0 -> emptyList()\n 1 ->
listOf(this[0])\n else -> this.toMutableList()\n }\n}\n\n/**\n * Returns a new [MutableList] filled with all
characters of this char sequence.\n */\npublic fun CharSequence.toMutableList(): MutableList<Char> {\n return
toCollection(ArrayList<Char>(length))\n}\n\n/**\n * Returns a [Set] of all characters.\n * \n * The returned set
preserves the element iteration order of the original char sequence.\n */\npublic fun CharSequence.toSet():
Set<Char> {\n return when (length) {\n 0 -> emptySet()\n 1 -> setOf(this[0])\n else ->
toCollection(LinkedHashSet<Char>(mapCapacity(length.coerceAtMost(128))))\n }\n}\n\n/**\n * Returns a single
list of all elements yielded from results of [transform] function being invoked on each character of original char
sequence.\n * \n * @sample samples.collections.Collections.Transformations.flatMap\n */\npublic
inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n return
flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of
[transform] function being invoked on each character\n * and its index in the original char sequence.\n * \n *
@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterable")\n@kotlin.internal.InlineOnly\npublic
inline fun <R> CharSequence.flatMapIndexed(transform: (index: Int, Char) -> Iterable<R>): List<R> {\n return
flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of
[transform] function being invoked on each character\n * and its index in the original char sequence, to the given
[destination].\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("flatMapIndexedIterableTo")\n@kotlin.internal.InlineOnly\npubli
c
inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapIndexedTo(destination: C, transform: (index:
Int, Char) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++,
element)\n destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from
results of [transform] function being invoked on each character of original char sequence, to the given
[destination].\n */\npublic inline fun <R, C : MutableCollection<in R>> CharSequence.flatMapTo(destination: C,
transform: (Char) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n
destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Groups characters of the original char sequence by
the key returned by the given [keySelector]
function\n * applied to each character and returns a map where each group key is associated with a list of
corresponding characters.\n * \n * The returned map preserves the entry iteration order of the keys produced from
the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n */\npublic
inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {\n return
groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)\n}\n\n/**\n * Groups values returned by the
[valueTransform] function applied to each character of the original char sequence\n * by the key returned by the
given [keySelector] function applied to the character\n * and returns a map where each group key is associated with
a list of corresponding values.\n * \n * The returned map preserves the entry iteration order of the keys produced
from the original char sequence.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n\npublic inline fun <K, V> CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V):
Map<K, List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector,

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valueTransform)\n}\n\n/**\n * Groups characters of the original char sequence by the key returned by the given
[keySelector] function\n * applied to each character and puts to the [destination] map each group key associated
with a list of corresponding characters.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n */\npublic inline fun <K, M : MutableMap<in K,
MutableList<Char>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {\n for (element in
this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<Char>() }\n
list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function
applied to
each character of the original char sequence\n * by the key returned by the given [keySelector] function applied to
the character\n * and puts to the [destination] map each group key associated with a list of corresponding values.\n *
\n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n */\npublic inline fun <K, V, M :
MutableMap<in K, MutableList<V>>> CharSequence.groupByTo(destination: M, keySelector: (Char) -> K,
valueTransform: (Char) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Creates a [Grouping] source from a char sequence to be used later with one of group-and-
fold operations\n * using the specified [keySelector] function to extract a key from each character.\n * \n * @sample
samples.collections.Grouping.groupingByEachCount\n
*/\n\n@SinceKotlin("1.1")\npublic inline fun <K> CharSequence.groupingBy(crossinline keySelector: (Char) ->
K): Grouping<Char, K> {\n return object : Grouping<Char, K> {\n override fun sourceIterator():
Iterator<Char> = this@groupingBy.iterator()\n override fun keyOf(element: Char): K = keySelector(element)\n
 }\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each character
in the original char sequence.\n * \n * @sample samples.text.Strings.map\n */\npublic inline fun <R>
CharSequence.map(transform: (Char) -> R): List<R> {\n return mapTo(ArrayList<R>(length),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
character and its index in the original char sequence.\n * @param [transform] function that takes the index of a
character and the character itself\n * and returns the result of the transform applied to the character.\n */\npublic
inline
fun <R> CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {\n return
mapIndexedTo(ArrayList<R>(length), transform)\n}\n\n/**\n * Returns a list containing only the non-null results of
applying the given [transform] function\n * to each character and its index in the original char sequence.\n *
@param [transform] function that takes the index of a character and the character itself\n * and returns the result of
the transform applied to the character.\n */\npublic inline fun <R : Any>
CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {\n return
mapIndexedNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each
character and its index in the original char sequence\n * and appends only the non-null results to the given
[destination].\n * @param [transform] function that takes the index of a character and the character itself\n * and
returns the result of the transform applied to the character.\n
*/\n\npublic inline fun <R : Any, C : MutableCollection<in R>> CharSequence.mapIndexedNotNullTo(destination:
C, transform: (index: Int, Char) -> R?): C {\n forEachIndexed { index, element -> transform(index, element)?.let {
destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each character
and its index in the original char sequence\n * and appends the results to the given [destination].\n * @param
[transform] function that takes the index of a character and the character itself\n * and returns the result of the
transform applied to the character.\n */\n\npublic inline fun <R, C : MutableCollection<in R>>
CharSequence.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {\n var index = 0\n for (item
in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Returns a list
containing only the non-null results of applying the given [transform] function\n * to each character in

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the original char sequence.\n * \n * @sample samples.collections.Collections.Transformations.mapNotNull\n
*\npublic inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n return
mapNotNullTo(ArrayList<R>(), transform)\n}\n\n/**\n * Applies the given [transform] function to each character
in the original char sequence\n * and appends only the non-null results to the given [destination].\n */\npublic inline
fun <R : Any, C : MutableCollection<in R>> CharSequence.mapNotNullTo(destination: C, transform: (Char) ->
R?): C {\n forEach { element -> transform(element)?.let { destination.add(it) } }\n return destination\n}\n\n/**\n * Applies the given [transform] function to each character of the original char sequence\n * and appends the results
to the given [destination].\n */\npublic inline fun <R, C : MutableCollection<in R>>
CharSequence.mapTo(destination: C, transform: (Char) -> R): C {\n for (item in this)\n destination.add(transform(item))\n
 return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each character of the original char sequence\n
* into an [IndexedValue] containing the index of that character and the character itself.\n */\npublic fun
CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n *
Returns `true` if all characters match the given [predicate].\n * \n * Note that if the char sequence contains no
characters, the function returns `true`\n * because there are no characters in it that _do not_ match the predicate.\n
* See a more detailed explanation of this logic concept in ["Vacuous
truth"](https://en.wikipedia.org/wiki/Vacuous_truth) article.\n * \n * @sample
samples.collections.Collections.Aggregates.all\n */\npublic inline fun CharSequence.all(predicate: (Char) ->
Boolean): Boolean {\n for (element in this) if (!predicate(element)) return false\n return true\n}\n\n/**\n *
Returns `true` if char sequence has at least one
character.\n * \n * @sample samples.collections.Collections.Aggregates.any\n */\npublic fun CharSequence.any():
Boolean {\n return !isEmpty()\n}\n\n/**\n * Returns `true` if at least one character matches the given
[predicate].\n * \n * @sample samples.collections.Collections.Aggregates.anyWithPredicate\n */\npublic inline fun
CharSequence.any(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
true\n return false\n}\n\n/**\n * Returns the length of this char sequence.\n
*/\n\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.count(): Int {\n return length\n}\n\n/**\n *
Returns the number of characters matching the given [predicate].\n */\npublic inline fun
CharSequence.count(predicate: (Char) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and
applying [operation] from left to right\n * to current
accumulator value and each character.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n
* \n * @param [operation] function that takes current accumulator value and a character, and calculates the next
accumulator value.\n */\npublic inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n
var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return
accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to
right\n * to current accumulator value and each character with its index in the original char sequence.\n * \n *
Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation] function that takes
the index of a character, current accumulator value\n * and the character itself, and calculates the next accumulator
value.\n */\npublic inline fun <R> CharSequence.foldIndexed(initial: R, operation:
(index: Int, acc: R, Char) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this)
accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value
starting with [initial] value and applying [operation] from right to left\n * to each character and current accumulator
value.\n * \n * Returns the specified [initial] value if the char sequence is empty.\n * \n * @param [operation]
function that takes a character and current accumulator value, and calculates the next accumulator value.\n
*/\n\npublic inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n var index =
lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--),
accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from right to left\n * to each character with its index in the

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original char sequence and current accumulator value.\n * \n * Returns the specified [initial] value if the char
sequence is empty.\n * \n * @param [operation] function that takes the index of a character, the character itself\n *
and current accumulator value, and calculates the next accumulator value.\n */\npublic inline fun <R>
CharSequence.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {\n var index =
lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Performs the given [action] on each
character.\n */\npublic inline fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n for (element in this)
action(element)\n}\n\n/**\n * Performs the given [action] on each character, providing sequential index with the
character.\n * @param [action] function that takes the index of a character and the character itself\n
* and performs the action on the character.\n */\npublic inline fun CharSequence.forEachIndexed(action: (index:
Int, Char) -> Unit): Unit {\n var index = 0\n for (item in this) action(index++, item)\n}\n\n/**\n * Returns the
largest character.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n
*/\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrNull")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
CharSequence.max(): Char {\n if (isEmpty()) throw NoSuchElementException()\n var max =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return
max\n}\n\n/**\n * Returns the first character yielding the largest value of the given function.\n * \n * @throws
NoSuchElementException if the char sequence is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*/\n\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrNull")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun
<R : Comparable<R>> CharSequence.maxBy(selector: (Char) -> R): Char {\n if (isEmpty()) throw
NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)
return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v
= selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return
maxElem\n}\n\n/**\n * Returns the first character yielding the largest value of the given function or `null` if there
are no characters.\n * \n * @sample samples.collections.Collections.Aggregates.maxByOrNull\n
*/\n\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> CharSequence.maxByOrNull(selector: (Char) ->
R): Char? {\n if (isEmpty()) return null\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxValue = selector(maxElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (maxValue < v) {\n maxElem = e\n maxValue = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) ->
Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by
[selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the char
sequence is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOf(selector: (Char) ->
Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each character in the char sequence.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n
*/\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R : Comparable<R>> CharSequence.maxOf(selector: (Char) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to each character in the char
sequence or `null` if there are no characters.\n * \n * If any of values produced by [selector] function is `NaN`, the
returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector:
(Char) -> Double): Double? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i
in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each character in the char sequence or `null` if there are no characters.\n * \n * If any of values produced by
[selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.maxOfOrNull(selector:
(Char) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each character in the char sequence or `null` if there are
no characters.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharSequence.maxOfOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n
*\n * @throws NoSuchElementException if the char sequence is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharSequence.maxOfWith(comparator:
Comparator<in R>, selector: (Char)
-> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in
1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue
= v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each character in the char sequence or
`null` if there are no characters.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharSequence.maxOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty())
return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n/**\n * Returns the largest character or `null` if there are no characters.\n
*\n@SinceKotlin("1.4")\npublic fun CharSequence.maxOrNull(): Char? {\n if (isEmpty()) return null\n var
max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return
max\n}\n\n/**\n * Returns the first character having the largest value according to the provided [comparator].\n * \n
*\n * @throws NoSuchElementException if the char sequence is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharSequence.maxWith(comparator: Comparator<in Char>): Char {\n if (isEmpty())

```

```

throw NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first character having the largest value according to the provided [comparator] or `null` if there are no characters.\n */\n@SinceKotlin("1.4")\npublic fun CharSequence.maxWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the smallest character.\n * \n * @throws NoSuchElementException if the char sequence is empty.\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharSequence.min(): Char {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n/**\n * Returns the first character yielding the smallest value of the given function.\n * \n * @throws\n * \n * @sample\n * \n * @throws\n * \n * @sample\n * \n * @throws\n */\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic inline fun <R : Comparable<R>> CharSequence.minBy(selector: (Char) -> R): Char {\n if (isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first character yielding the smallest value of the given function or `null` if there are no characters.\n * \n * @sample\n * \n * @sample\n * \n * @sample\n * \n * @sample\n */\n@SinceKotlin("1.4")\npublic inline fun <R : Comparable<R>> CharSequence.minByOrNull(selector: (Char) -> R): Char? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws\n * \n * @throws\n * \n * @throws\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws\n * \n * @throws\n * \n * @throws\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOf(selector: (Char) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each character in the char sequence.\n * \n * @throws\n * \n * @throws\n * \n * @throws\n */\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> CharSequence.minOf(selector: (Char) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n
```

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 minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values
produced by [selector] function\n * applied to each character in the char sequence or `null` if there are no
characters.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.minOfOrNull(selector: (Char) -> Double): Double? {\n if (isEmpty()) return null\n var minValue
= selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n
 }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n
* applied to each character in the char sequence or `null` if there are no characters.\n * \n * If any of values
produced by [selector] function is `NaN`, the returned result is `NaN`.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.minOfOrNull(selector:
(Char) -> Float): Float? {\n if (isEmpty()) return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex)
{\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n
* Returns the smallest value among all values produced by [selector] function\n * applied to each character in the
char sequence or `null` if there are no characters.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>>
CharSequence.minOfOrNull(selector: (Char) -> R): R? {\n if (isEmpty()) return null\n var minValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each character in the char sequence.\n
*\n * \n * @throws NoSuchElementException if the char sequence is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic
inline fun <R> CharSequence.minOfWith(comparator: Comparator<in R>, selector: (Char) -> R): R {\n if
(isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n
return minValue\n}\n\n/**\n * Returns the smallest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each character in the char sequence or `null` if there are no
characters.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.internal.InlineOnly\npublic inline fun <R>
CharSequence.minOfWithOrNull(comparator: Comparator<in R>, selector: (Char) -> R): R? {\n if (isEmpty())
return null\n var minValue = selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n
minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest character or `null` if there are no
characters.\n * \n *\n@SinceKotlin("1.4")\npublic fun CharSequence.minOrNull(): Char? {\n if (isEmpty()) return
null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n
return min\n}\n\n/**\n * Returns the first character having the smallest value according to the provided [comparator].\n
*\n * \n * @throws NoSuchElementException if the char sequence is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow")\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun CharSequence.minWith(comparator: Comparator<in Char>): Char {\n if (isEmpty()) throw
NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(min,
e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first character having the smallest value according to
the provided [comparator] or `null` if there are no characters.\n * \n *\n@SinceKotlin("1.4")\npublic fun
CharSequence.minWithOrNull(comparator: Comparator<in Char>): Char? {\n if (isEmpty()) return null\n var

```

```

min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the char sequence has no characters.\n * \n * @sample\n samples.collections.Collections.Aggregates.none\n */\npublic fun CharSequence.none(): Boolean {\n return\n isEmpty()\n}\n\n/**\n * Returns `true` if no characters match the given [predicate].\n * \n * @sample\n samples.collections.Collections.Aggregates.noneWithPredicate\n */\npublic inline fun\n CharSequence.none(predicate: (Char) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return\n false\n return true\n}\n\n/**\n * Performs the given [action] on each character and returns the char sequence itself\n afterwards.\n * \n * @SinceKotlin("1.1")\n */\npublic inline fun <S : CharSequence> S.onEach(action: (Char) -> Unit): S\n {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each\n character, providing sequential index with the character,\n * and returns the char sequence itself afterwards.\n * \n * @param [action] function that takes the index of a character and the character itself\n * and performs the action on\n the character.\n * \n * @SinceKotlin("1.4")\n */\npublic inline fun <S : CharSequence> S.onEachIndexed(action: (index:\n Int, Char) -> Unit): S {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with\n the first character and applying [operation] from left to right\n * to current accumulator value and each character.\n * \n * Throws an exception if this char sequence is empty. If the char sequence\n *\n can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its receiver is\n empty.\n * \n * @param [operation] function that takes current accumulator value and a character,\n * and calculates\n the next accumulator value.\n * \n * @sample\n samples.collections.Collections.Aggregates.reduce\n */\npublic inline\n fun CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {\n if (isEmpty())\n throw\n UnsupportedOperationException("Empty char sequence can't be reduced.")\n var accumulator = this[0]\n for\n (index in 1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return\n accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to\n right\n * to current accumulator value and each character with its index in the original char\n sequence.\n * \n * Throws an exception if this char sequence is empty. If the char sequence can be empty in an\n expected\n way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is\n empty.\n * \n * @param\n [operation] function that takes the index of a character, current accumulator value and the\n character itself,\n * and calculates the next accumulator value.\n * \n * @sample\n samples.collections.Collections.Aggregates.reduce\n */\npublic inline fun CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char)\n -> Char): Char {\n if\n (isEmpty())\n throw\n UnsupportedOperationException("Empty char sequence can't be reduced.")\n var\n accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator,\n this[index])\n }\n return\n accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to\n right\n * to current accumulator value and each character with its index in the\n original char\n sequence.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation]\n function that takes the index of a character, current accumulator value and the character\n itself,\n * and calculates the\n next accumulator value.\n * \n * @sample\n samples.collections.Collections.Aggregates.reduceOrNull\n */\npublic inline fun\n CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char,\n Char) -> Char): Char? {\n if (isEmpty())\n return\n null\n var\n accumulator = this[0]\n for (index in\n 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return\n accumulator\n}\n\n/**\n * Accumulates value starting with the first character and applying [operation] from left to\n right\n * to current accumulator value and each character.\n * \n * Returns `null` if the char sequence is empty.\n * \n * @param [operation]\n function that takes current accumulator value and a character,\n * and calculates the\n next\n accumulator value.\n * \n * @sample\n samples.collections.Collections.Aggregates.reduceOrNull\n */\npublic inline fun\n CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char,\n Char) -> Char): Char? {\n if (isEmpty())\n return\n null\n var\n accumulator = this[0]\n for (index in\n 1..lastIndex) {\n accumulator = operation(index, accumulator, this[index])\n }\n return\n accumulator\n}\n\n/**\n * Accumulates value starting with the last character and applying [operation]\n from right\n * to left\n * to each character and current accumulator value.\n * \n * Throws an exception if this char\n sequence is empty. If the char sequence can be empty in an expected way,\n * please use [reduceRightOrNull]

```

instead. It returns `null` when its receiver is empty.

```

 @param [operation] function that takes a character and
 current accumulator value,
 and calculates the next accumulator value.
 @sample
 samples.collections.Collections.Aggregates.reduceRight
 public inline fun
 CharSequence.reduceRight(operation:
 (Char, acc: Char) -> Char): Char {
 var index = lastIndex
 if (index < 0) throw
 UnsupportedOperationException("Empty char sequence can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
 }

```

Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value. Throws an exception if this char sequence is empty. If the char sequence can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

@param [operation] function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRight

```

 public inline fun
 CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
 var index =
 lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index),
 accumulator)
 --index
 }
 return accumulator
 }

```

Accumulates value starting with the last character and applying [operation] from right to left to each character with its index in the original char sequence and current accumulator value. Returns `null` if the char sequence is empty.

@param [operation] function that takes the index of a character, the character itself and current accumulator value, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRightOrNull

```

 @SinceKotlin("1.4")
 public inline fun CharSequence.reduceRightIndexedOrNull(operation:
 (index: Int, Char, acc: Char) -> Char): Char? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index),
 accumulator)
 --index
 }
 return accumulator
 }

```

Accumulates value starting with the last character and applying [operation] from right to left to each character and current accumulator value. Returns `null` if the char sequence is empty.

@param [operation] function that takes a character and current accumulator value, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRightOrNull

```

 @SinceKotlin("1.4")
 @WasExperimental(ExperimentalStdlibApi::class)
 public inline fun
 CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
 var index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index
 >= 0) {
 accumulator = operation(get(index--), accumulator)
 }
 return accumulator
 }

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes current accumulator value and a character, and calculates the next accumulator value.

@sample samples.collections.Collections.Aggregates.runningFold

```

 @SinceKotlin("1.4")
 public inline fun <R> CharSequence.runningFold(initial: R, operation: (acc: R, Char) -> R): List<R> {
 if (isEmpty()) return listOf(initial)
 val result = ArrayList<R>(length + 1).apply { add(initial) }
 var accumulator = initial
 for (element in this) {
 accumulator = operation(accumulator,
 element)
 result.add(accumulator)
 }
 return result
 }

```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

@param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.

@sample

```

samples.collections.Collections.Aggregates.runningFold\n *^@SinceKotlin("1.4")\npublic inline fun <R>
CharSequence.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n val result = ArrayList<R>(length + 1).apply { add(initial) }\n
 var accumulator = initial\n for (index in indices) {\n accumulator = operation(index, accumulator,
this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right\n * to each character and current
accumulator value that starts with the first character of this char sequence.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and a character, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*^@SinceKotlin("1.4")\npublic inline fun CharSequence.runningReduce(operation: (acc: Char, Char) -> Char):
List<Char> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result =
ArrayList<Char>(length).apply
 { add(accumulator) }\n for (index in 1 until length) {\n accumulator = operation(accumulator, this[index])\n
 result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each character, its index in the original char
sequence and current accumulator value that starts with the first character of this char sequence.\n * \n * Note that
`acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in
resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value\n *
and the character itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n *^@SinceKotlin("1.4")\npublic inline fun
CharSequence.runningReduceIndexed(operation: (index: Int, acc: Char, Char) ->
Char): List<Char> {\n if (isEmpty()) return emptyList()\n var accumulator = this[0]\n val result =
ArrayList<Char>(length).apply { add(accumulator) }\n for (index in 1 until length) {\n accumulator =
operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n *
Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to
each character and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to
[operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n *
@param [operation] function that takes current accumulator value and a character, and calculates the next
accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R>
CharSequence.scan(initial:
R, operation: (acc: R, Char) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list
containing successive accumulation values generated by applying [operation] from left to right\n * to each character,
its index in the original char sequence and current accumulator value that starts with [initial] value.\n * \n * Note
that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous
value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator
value\n * and the character itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*^@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic inline fun <R>
CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n return
runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns
the sum of all values produced by [selector] function applied to each character in the char sequence.\n
*^@Deprecated("Use sumOf instead.")\n
ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumBy(selector: (Char) -> Int): Int {\n var sum: Int = 0\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each character in the char sequence.\n *^@Deprecated("Use sumOf instead.")\n

```

```

ReplaceWith("this.sumOf(selector)")\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic inline fun
CharSequence.sumByDouble(selector: (Char) -> Double): Double {\n var sum: Double = 0.0\n for (element in
this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfDouble")\n@kotlin.internal.InlineOnly\npublic
inline fun CharSequence.sumOf(selector: (Char) -> Double): Double {\n var sum: Double = 0.toDouble()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each character in the char sequence.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfInt")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Int): Int {\n var sum: Int = 0.toInt()\n for (element in this) {\n sum
+= selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector]
function applied to each character in the char sequence.\n
\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfLong")\n@kotlin.internal.InlineOnly\npublic inline fun
CharSequence.sumOf(selector: (Char) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n
 sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by
[selector] function applied to each character in the char sequence.\n
\n\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfUInt")\n@WasExperimental(ExperimentalUnsignedType
s::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> UInt): UInt {\n
 var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n return
sum\n}\n\n/**\n * Returns the sum of all values produced
by [selector] function applied to each character in the char sequence.\n
\n\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@kotlin.jvm.JvmName("sumOfULong")\n@WasExperimental(ExperimentalUnsignedTy
pes::class)\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.sumOf(selector: (Char) -> ULong):
ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n
 return sum\n}\n\n/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n
*\n * The last string in the resulting list may have fewer characters than the given [size].\n
*\n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char
sequence.\n
*\n * @sample samples.text.Strings.chunked\n
*\n@SinceKotlin("1.2")\npublic fun
CharSequence.chunked(size: Int): List<String> {\n
 return windowed(size, size, partialWindows = true)\n}\n\n/**\n * Splits this char sequence into several char
sequences each not exceeding the given [size]\n
*\n * and applies the given [transform] function to an each.\n
*\n * @return list of results of the [transform] applied to an each char sequence.\n
*\n * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.\n
*\n * You should not store it or allow it to escape in some way, unless you made a snapshot of it.\n
*\n * The last char sequence may have fewer characters than the given [size].\n
*\n * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.\n
*\n * @sample samples.text.Strings.chunkedTransform\n
*\n@SinceKotlin("1.2")\npublic fun <R> CharSequence.chunked(size:
Int, transform: (CharSequence) -> R): List<R> {\n return windowed(size, size, partialWindows = true, transform
= transform)\n}\n\n/**\n * Splits this char sequence into a sequence of strings each not exceeding the given [size].\n
*\n * The last string in the resulting sequence may have fewer characters than the given [size].\n
*\n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in
this char sequence.\n
*\n * @sample samples.collections.Collections.Transformations.chunked\n
*\n@SinceKotlin("1.2")\npublic fun CharSequence.chunkedSequence(size: Int): Sequence<String> {\n return

```





window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string. Several last strings may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on an each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.takeWindows

```

*^@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
 return windowedSequence(size, step, partialWindows) { it.toString() }
}

```

Returns a sequence of results of applying the given [transform] function to an each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it.

Several last char sequences may have fewer characters than the given [size]. Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on an each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any, by default `false` which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.averageWindows

```

*^@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): Sequence<R> {
 checkWindowSizeStep(size, step)
 val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
 return windows.asSequence().map { index -> val end = index + size
 val coercedEnd = if (end < 0 || end > length) length else end
 transform(subSequence(index, coercedEnd)) }
}

```

Returns a list of pairs built from the characters of `this` and the [other] char sequences with the same index. The returned list has length of the shortest char sequence.

@sample samples.text.Strings.zip

```

public infix fun CharSequence.zip(other: CharSequence): List<Pair<Char, Char>> {
 return zip(other) { c1, c2 -> c1 to c2 }
}

```

Returns a list of values built from the characters of `this` and the [other] char sequences with the same index using the provided [transform] function applied to each pair of characters. The returned list has length of the shortest char sequence.

@sample samples.text.Strings.zipWithTransform

```

public inline fun <V> CharSequence.zip(other: CharSequence, transform: (a: Char, b: Char) -> V): List<V> {
 val length = minOf(this.length, other.length)
 val list = ArrayList<V>(length)
 for (i in 0 until length) {
 list.add(transform(this[i], other[i]))
 }
 return list
}

```

Returns a list of pairs of each two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters.

@sample samples.collections.Collections.Transformations.zipWithNext

```

*^@SinceKotlin("1.2")
public fun CharSequence.zipWithNext(): List<Pair<Char, Char>> {
 return zipWithNext { a, b -> a to b }
}

```

Returns a list containing the results of applying the given [transform] function to an each pair of two adjacent characters in this char sequence. The returned list is empty if this char sequence contains less than two characters.

@sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas

```

*^@SinceKotlin("1.2")
public inline fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
 val size = length - 1
 if (size < 1) return emptyList()
 val result = ArrayList<R>(size)
 for (index in 0 until size) {
 result.add(transform(this[index], this[index + 1]))
 }
 return result
}

```

Creates an [Iterable] instance that wraps the original char sequence returning its characters when being iterated.

```

public fun CharSequence.asIterable(): Iterable<Char> {
 if (this is String && isEmpty()) return emptyList()
 return Iterable { this.iterator() }
}

```

Creates a [Sequence] instance that wraps the original char sequence returning its characters when being iterated.

```

public fun CharSequence.asSequence(): Sequence<Char> {
 if

```

```

(this is String && isEmpty()) return emptySequence()\n return Sequence { this.iterator() }\n}\n\n"/\n *
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of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\nimport kotlin.contracts.contract\nimport kotlin.jvm.JvmName\n/**\n * Returns a copy of this string
converted to upper case using the rules of the default locale.\n */\n@Deprecated("Use uppercase() instead.",
ReplaceWith("uppercase()"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
String.toUpperCase(): String\n/**\n * Returns a copy of this string converted to upper case using Unicode
mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character
mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n *
@sample samples.text.Strings.uppercase\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.uppercase():
String\n/**\n * Returns a copy of this string converted to lower case using the rules of the default locale.\n
*/\n\n@Deprecated("Use lowercase() instead.",
ReplaceWith("lowercase()"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
String.toLowerCase(): String\n/**\n * Returns a copy of this string converted to lower case using Unicode
mapping rules of the invariant locale.\n *\n * This function supports one-to-many and many-to-one character
mapping,\n * thus the length of the returned string can be different from the length of the original string.\n *\n *
@sample samples.text.Strings.lowercase\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
String.lowercase(): String\n/**\n * Returns a copy of this string having its first letter titlecased using the rules of
the default locale,\n * or the original string if it's empty or already starts with a title case letter.\n *\n * The title case
of a character
is usually the same as its upper case with several exceptions.\n * The particular list of characters with the special
title case form depends on the underlying platform.\n *\n * @sample samples.text.Strings.capitalize\n
*/\n\n@Deprecated("Use replaceFirstChar instead.", ReplaceWith("replaceFirstChar { if (it.isLowerCase())
it.titlecase() else it.toString() }"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic expect fun
String.capitalize(): String\n/**\n * Returns a copy of this string having its first letter lowercased using the rules of
the default locale,\n * or the original string if it's empty or already starts with a lower case letter.\n *\n * @sample
samples.text.Strings.decapiatalize\n */\n\n@Deprecated("Use replaceFirstChar instead.",
ReplaceWith("replaceFirstChar { it.lowercase() }"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic
expect fun String.decapiatalize(): String\n/**\n * Returns a sub sequence of this char sequence having leading and
trailing
characters matching the [predicate] removed.\n */\n\npublic inline fun CharSequence.trim(predicate: (Char) ->
Boolean): CharSequence {\n var startIndex = 0\n var endIndex = length - 1\n var startFound = false\n\n while (startIndex <= endIndex) {\n val index = if (!startFound) startIndex else endIndex\n val match =
predicate(this[index])\n\n if (!startFound) {\n if (!match)\n startFound = true\n else\n startIndex += 1\n } else {\n if (!match)\n break\n else\n endIndex -= 1\n }\n }\n\n return subSequence(startIndex, endIndex + 1)\n}\n\n/**\n * Returns a string having leading and
trailing characters matching the [predicate] removed.\n */\n\npublic inline fun String.trim(predicate: (Char) ->
Boolean): String =\n (this as CharSequence).trim(predicate).toString()\n\n/**\n * Returns a sub sequence of this
char sequence having leading characters
matching the [predicate] removed.\n */\n\npublic inline fun CharSequence.trimStart(predicate: (Char) -> Boolean):
CharSequence {\n for (index in this.indices)\n if (!predicate(this[index]))\n return subSequence(index,
length)\n\n return ""\n}\n\n/**\n * Returns a string having leading characters matching the [predicate]
removed.\n */\n\npublic inline fun String.trimStart(predicate: (Char) -> Boolean): String =\n (this as
CharSequence).trimStart(predicate).toString()\n\n/**\n * Returns a sub sequence of this char sequence having

```

```

trailing characters matching the [predicate] removed.\n *\npublic inline fun CharSequence.trimEnd(predicate:
(Char) -> Boolean): CharSequence {\n for (index in this.indices.reversed())\n if (!predicate(this[index]))\n
return subSequence(0, index + 1)\n\n return \"\"\n}\n\n * Returns a string having trailing characters
matching the [predicate] removed.\n *\npublic inline fun String.trimEnd(predicate:
(Char) -> Boolean): String =\n (this as CharSequence).trimEnd(predicate).toString()\n\n **\n * Returns a sub
sequence of this char sequence having leading and trailing characters from the [chars] array removed.\n *\npublic
fun CharSequence.trim(vararg chars: Char): CharSequence = trim { it in chars }\n\n **\n * Returns a string having
leading and trailing characters from the [chars] array removed.\n *\npublic fun String.trim(vararg chars: Char):
String = trim { it in chars }\n\n **\n * Returns a sub sequence of this char sequence having leading characters from
the [chars] array removed.\n *\npublic fun CharSequence.trimStart(vararg chars: Char): CharSequence = trimStart {
it in chars }\n\n **\n * Returns a string having leading characters from the [chars] array removed.\n *\npublic fun
String.trimStart(vararg chars: Char): String = trimStart { it in chars }\n\n **\n * Returns a sub sequence of this char
sequence having trailing characters from the [chars] array removed.\n *\npublic
fun CharSequence.trimEnd(vararg chars: Char): CharSequence = trimEnd { it in chars }\n\n **\n * Returns a string
having trailing characters from the [chars] array removed.\n *\npublic fun String.trimEnd(vararg chars: Char):
String = trimEnd { it in chars }\n\n **\n * Returns a sub sequence of this char sequence having leading and trailing
whitespace removed.\n *\npublic fun CharSequence.trim(): CharSequence = trim(Char::isWhitespace)\n\n **\n *
Returns a string having leading and trailing whitespace removed.\n *\n@kotlin.internal.InlineOnly\npublic inline
fun String.trim(): String = (this as CharSequence).trim().toString()\n\n **\n * Returns a sub sequence of this char
sequence having leading whitespace removed.\n *\npublic fun CharSequence.trimStart(): CharSequence =
trimStart(Char::isWhitespace)\n\n **\n * Returns a string having leading whitespace removed.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun String.trimStart(): String = (this as
CharSequence).trimStart().toString()\n\n **\n
* Returns a sub sequence of this char sequence having trailing whitespace removed.\n *\npublic fun
CharSequence.trimEnd(): CharSequence = trimEnd(Char::isWhitespace)\n\n **\n * Returns a string having trailing
whitespace removed.\n *\n@kotlin.internal.InlineOnly\npublic inline fun String.trimEnd(): String = (this as
CharSequence).trimEnd().toString()\n\n **\n * Returns a char sequence with content of this char sequence padded at
the beginning\n * to the specified [length] with the specified character or space.\n *\n * @param length the desired
string length.\n * @param padChar the character to pad string with, if it has length less than the [length] specified.
Space is used by default.\n * @return Returns a char sequence of length at least [length] consisting of `this` char
sequence prepended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample
samples.text.Strings.padStart\n *\npublic fun CharSequence.padStart(length: Int, padChar:
Char = ' '): CharSequence {\n if (length < 0)\n throw IllegalArgumentException("Desired length $length is
less than zero.")\n if (length <= this.length)\n return this.subSequence(0, this.length)\n\n val sb =
StringBuilder(length)\n for (i in 1..(length - this.length))\n sb.append(padChar)\n sb.append(this)\n return
sb\n}\n\n **\n * Pads the string to the specified [length] at the beginning with the specified character or space.\n *\n
* @param length the desired string length.\n * @param padChar the character to pad string with, if it has length less
than the [length] specified. Space is used by default.\n * @return Returns a string of length at least [length]
consisting of `this` string prepended with [padChar] as many times\n * as are necessary to reach that length.\n *
@sample samples.text.Strings.padStart\n *\npublic fun String.padStart(length: Int, padChar: Char = ' '): String =\n
(this as CharSequence).padStart(length, padChar).toString()\n\n **\n
* Returns a char sequence with content of this char sequence padded at the end\n * to the specified [length] with the
specified character or space.\n *\n * @param length the desired string length.\n * @param padChar the character to
pad string with, if it has length less than the [length] specified. Space is used by default.\n * @return Returns a char
sequence of length at least [length] consisting of `this` char sequence appended with [padChar] as many times\n * as
are necessary to reach that length.\n * @sample samples.text.Strings.padEnd\n *\npublic fun
CharSequence.padEnd(length: Int, padChar: Char = ' '): CharSequence {\n if (length < 0)\n throw
IllegalArgumentException("Desired length $length is less than zero.")\n if (length <= this.length)\n return

```

```

this.subSequence(0, this.length)\n\n val sb = StringBuilder(length)\n sb.append(this)\n for (i in 1..(length -
this.length))\n sb.append(padChar)\n return sb\n}\n\n/**\n * Pads
the string to the specified [length] at the end with the specified character or space.\n * @param length the
desired string length.\n * @param padChar the character to pad string with, if it has length less than the [length]
specified. Space is used by default.\n * @return Returns a string of length at least [length] consisting of `this` string
appended with [padChar] as many times\n * as are necessary to reach that length.\n * @sample
samples.text.Strings.padEnd\n * @public fun String.padEnd(length: Int, padChar: Char = ' '): String =\n (this as
CharSequence).padEnd(length, padChar).toString()\n\n/**\n * Returns `true` if this nullable char sequence is either
`null` or empty.\n * @sample samples.text.Strings.stringIsNullOrEmpty\n
* @kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrEmpty(): Boolean {\n contract {\n
returns(false) implies (this@isNullOrEmpty != null)\n }\n\n return this == null || this.length == 0\n}\n\n/**\n *
Returns `true`
if this char sequence is empty (contains no characters).\n * @sample samples.text.Strings.stringIsEmpty\n
* @kotlin.internal.InlineOnly\npublic inline fun CharSequence.isEmpty(): Boolean = length == 0\n\n/**\n *
Returns `true` if this char sequence is not empty.\n * @sample samples.text.Strings.stringIsNotEmpty\n
* @kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotEmpty(): Boolean = length > 0\n\n//
implemented differently in JVM and JS\n//public fun String.isBlank(): Boolean = length() == 0 || all {
it.isWhitespace() }\n\n/**\n * Returns `true` if this char sequence is not empty and contains some characters
except of whitespace characters.\n * @sample samples.text.Strings.stringIsNotBlank\n
* @kotlin.internal.InlineOnly\npublic inline fun CharSequence.isNotBlank(): Boolean = !isBlank()\n\n/**\n *
Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.\n
* @sample samples.text.Strings.stringIsNullOrBlank\n
* @kotlin.internal.InlineOnly\npublic inline fun CharSequence?.isNullOrBlank(): Boolean {\n contract {\n
returns(false) implies (this@isNullOrBlank != null)\n }\n\n return this == null || this.isBlank()\n}\n\n/**\n *
Iterator for characters of the given char sequence.\n * @public operator fun CharSequence.iterator(): CharIterator =
object : CharIterator() {\n private var index = 0\n\n public override fun nextChar(): Char = get(index++)\n\n
public override fun hasNext(): Boolean = index < length\n}\n\n/**\n * Returns the string if it is not `null`, or the empty
string otherwise. * @kotlin.internal.InlineOnly\npublic inline fun String?.orEmpty(): String = this ?: ""\n\n/**\n *
Returns this char sequence if it's not empty\n * or the result of calling [defaultValue] function if the char sequence
is empty.\n * @sample samples.text.Strings.stringIfEmpty\n
* @SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R>
C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =\n if (isEmpty()) defaultValue() else
this\n\n/**\n * Returns this char sequence if it is not empty and doesn't consist solely of whitespace characters,\n *
or the result of calling [defaultValue] function otherwise.\n * @sample samples.text.Strings.stringIfNotBlank\n
* @SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C, R> C.ifBlank(defaultValue: () -> R):
R where C : CharSequence, C : R =\n if (isBlank()) defaultValue() else this\n\n/**\n * Returns the range of valid
character indices for this char sequence.\n * @public val CharSequence.indices: IntRange\n get() = 0..length -
1\n\n/**\n * Returns the index of the last character in the char sequence or -1 if it is empty.\n * @public val
CharSequence.lastIndex: Int\n get() = this.length - 1\n\n/**\n * Returns `true` if this CharSequence has Unicode
surrogate pair at the specified [index].\n * @public fun CharSequence.hasSurrogatePairAt(index:
Int): Boolean {\n return index in 0..length - 2\n && this[index].isHighSurrogate()\n && this[index
+ 1].isLowSurrogate()\n}\n\n/**\n * Returns a substring specified by the given [range] of indices.\n * @public fun
String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)\n\n/**\n * Returns a
subsequence of this char sequence specified by the given [range] of indices.\n * @public fun
CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive +
1)\n\n/**\n * Returns a subsequence of this char sequence.\n * @sample samples.text.Strings.subSequence\n
* This extension is chosen only for invocation with
old-named parameters.\n * Replace parameter names with the same as those of [CharSequence.subSequence].\n
* @kotlin.internal.InlineOnly\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false

```

```

warning\n@Deprecated("\Use parameters named startIndex and endIndex.\", ReplaceWith("\subSequence(startIndex
= start, endIndex =
end)")\)\npublic inline fun String.subSequence(start: Int, end: Int): CharSequence = subSequence(start,
end)\n\n/**\n * Returns a substring of chars from a range of this char sequence starting at the [startIndex] and
ending right before the [endIndex].\n *\n * @param startIndex the start index (inclusive).\n * @param endIndex the
end index (exclusive). If not specified, the length of the char sequence is used.\n
*\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.substring(startIndex: Int, endIndex: Int = length):
String = subSequence(startIndex, endIndex).toString()\n\n/**\n * Returns a substring of chars at indices from the
specified [range] of this char sequence.\n *\npublic fun CharSequence.substring(range: IntRange): String =
subSequence(range.start, range.endInclusive + 1).toString()\n\n/**\n * Returns a substring before the first
occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original
string.\n *\npublic fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {\n
val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0,
index)\n}\n\n/**\n * Returns a substring before the first occurrence of [delimiter].\n * If the string does not contain
the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n *\npublic fun
String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {\n val index =
indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0, index)\n}\n\n/**\n * Returns
a substring after the first occurrence of [delimiter].\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n *\npublic fun String.substringAfter(delimiter:
Char, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index
== -1) missingDelimiterValue else substring(index + 1, length)\n}\n\n/**\n * Returns a substring after the first
occurrence of [delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which
defaults to the original string.\n *\npublic fun String.substringAfter(delimiter: String, missingDelimiterValue:
String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else
substring(index + delimiter.length, length)\n}\n\n/**\n * Returns a substring before the last occurrence of
[delimiter].\n * If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the
original string.\n *\npublic fun String.substringBeforeLast(delimiter: Char, missingDelimiterValue: String = this):
String {\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0,
index)\n}\n\n/**\n * Returns a substring before the last occurrence of [delimiter].\n
* If the string does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original
string.\n *\npublic fun String.substringBeforeLast(delimiter: String, missingDelimiterValue: String = this): String
{\n val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(0,
index)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain the
delimiter, returns [missingDelimiterValue] which defaults to the original string.\n *\npublic fun
String.substringAfterLast(delimiter: Char, missingDelimiterValue: String = this): String {\n val index =
lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + 1,
length)\n}\n\n/**\n * Returns a substring after the last occurrence of [delimiter].\n * If the string does not contain
the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n *\npublic fun
String.substringAfterLast(delimiter: String, missingDelimiterValue: String = this): String {\n val index =
lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else substring(index + delimiter.length,
length)\n}\n\n/**\n * Returns a char sequence with content of this char sequence where its part at the given range\n
* is replaced with the [replacement] char sequence.\n * @param startIndex the index of the first character to be
replaced.\n * @param endIndex the index of the first character after the replacement to keep in the string.\n
*\npublic fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence):
CharSequence {\n if (endIndex < startIndex)\n throw IndexOutOfBoundsException("\End index ($endIndex)
is less than start index ($startIndex).")\n val sb = StringBuilder()\n sb.appendRange(this, 0, startIndex)\n
sb.append(replacement)\n sb.appendRange(this, endIndex, length)\n return sb\n}\n\n/**\n * Replaces

```

the part of the string at the given range with the [replacement] char sequence.

```

 @param startIndex the index of the first character to be replaced.
 @param endIndex the index of the first character after the replacement to keep in the string.

```

```

@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
 (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

```

Returns a char sequence with content of this char sequence where its part at the given [range] is replaced with the [replacement] char sequence. The end index of the [range] is included in the part to be replaced.

```

public fun CharSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =
 replaceRange(range.start, range.endInclusive + 1, replacement)

```

Replace the part of string at the given [range] with the [replacement] string. The end index of the [range] is included in the part to be replaced.

```

@kotlin.internal.InlineOnly
public inline fun String.replaceRange(range: IntRange, replacement: CharSequence): String =
 (this as CharSequence).replaceRange(range, replacement).toString()

```

Returns a char sequence with content of this char sequence where its part at the given range is removed.

```

 @param startIndex the index of the first character to be removed.
 @param endIndex the index of the first character after the removed part to keep in the string.
 [endIndex] is not included in the removed part.

```

```

public fun CharSequence.removeRange(startIndex: Int, endIndex: Int): CharSequence {
 if (endIndex < startIndex)
 throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")
 if (endIndex == startIndex)
 return this.subSequence(0, length)
 val sb = StringBuilder(length - (endIndex - startIndex))
 sb.appendRange(this, 0, startIndex)
 sb.appendRange(this, endIndex, length)
 return sb
}

```

Removes the part of a string at a given range.

```

 @param startIndex the index of the first character to be removed.
 @param endIndex the index of the first character after the removed part to keep in the string.
 [endIndex] is not included in the removed part.

```

```

@kotlin.internal.InlineOnly
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
 (this as CharSequence).removeRange(startIndex, endIndex).toString()

```

Returns a char sequence with content of this char sequence where its part at the given [range] is removed. The end index of the [range] is included in the removed part.

```

public fun CharSequence.removeRange(range: IntRange): CharSequence =
 removeRange(range.start, range.endInclusive + 1)

```

Removes the part of a string at the given [range].

```

@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
 (this as CharSequence).removeRange(range).toString()

```

If this char sequence starts with the given [prefix], returns a new char sequence with the prefix removed. Otherwise, returns a new char sequence with the same characters.

```

public fun CharSequence.removePrefix(prefix: CharSequence): CharSequence {
 if (startsWith(prefix))
 return subSequence(prefix.length, length)
 return subSequence(0, length)
}

```

If this string starts with the given [prefix], returns a copy of this string with the prefix removed. Otherwise, returns this string.

```

public fun String.removePrefix(prefix: CharSequence): String {
 if (startsWith(prefix))
 return substring(prefix.length)
 return this
}

```

If this char sequence ends with the given [suffix], returns a new char sequence with the suffix removed. Otherwise, returns a new char sequence with the same characters.

```

public fun CharSequence.removeSuffix(suffix: CharSequence): CharSequence {
 if (endsWith(suffix))
 return subSequence(0, length - suffix.length)
 return subSequence(0, length)
}

```

If this string ends with the given [suffix], returns a copy of this string with the suffix removed. Otherwise, returns this string.

```

public fun String.removeSuffix(suffix: CharSequence): String {
 if (endsWith(suffix))
 return substring(0, length - suffix.length)
 return this
}

```

When this char sequence starts with the given [prefix] and ends with the given [suffix], returns a new char sequence having both the given [prefix] and [suffix] removed. Otherwise returns a new char sequence with the same characters.

```

public fun CharSequence.removeSurrounding(prefix: CharSequence, suffix: CharSequence): CharSequence {
 if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix))
 return subSequence(prefix.length, length - suffix.length)
 return subSequence(0, length)
}

```

Removes from a string both the given [prefix] and [suffix] if and only if

```

starts with the [prefix] and ends with the [suffix].\n * Otherwise returns this string unchanged.\n */\npublic fun
String.removeSurrounding(prefix: CharSequence, suffix: CharSequence): String {\n if ((length >= prefix.length +
suffix.length) && startsWith(prefix) && endsWith(suffix)) {\n return substring(prefix.length, length -
suffix.length)\n }\n return this\n}\n\n/**\n * When this char sequence starts with and ends with the given
[delimiter],\n * returns a new char sequence having this [delimiter] removed both from the start and end.\n *
Otherwise returns a new char sequence with the same characters.\n */\npublic fun
CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter,
delimiter)\n\n/**\n * Removes the given [delimiter] string from both the start and the end of this string\n * if and only if it starts with
and ends with the [delimiter].\n * Otherwise returns this string unchanged.\n */\npublic fun
String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the [replacement] string.\n * If the string
does not contain the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic
fun String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n
 val index = indexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index,
replacement)\n}\n\n/**\n * Replace part of string before the first occurrence of given delimiter with the
[replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue]
which defaults to the original string.\n */\npublic fun String.replaceBefore(delimiter: String, replacement: String,
missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1)
missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n/**\n * Replace part of string after the first
occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue] which defaults to the original string.\n */\npublic fun String.replaceAfter(delimiter: Char,
replacement: String, missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if
(index == -1) missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part
of string after the first occurrence of given delimiter with the [replacement] string.\n * If the string does not contain
the delimiter, returns [missingDelimiterValue] which defaults
to the original string.\n */\npublic fun String.replaceAfter(delimiter: String, replacement: String,
missingDelimiterValue: String = this): String {\n val index = indexOf(delimiter)\n return if (index == -1)
missingDelimiterValue else replaceRange(index + delimiter.length, length, replacement)\n}\n\n/**\n * Replace part
of string after the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain
the delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String {\n
 val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(index +
delimiter.length, length, replacement)\n}\n\n/**\n * Replace part of string after the last occurrence of given
delimiter with the [replacement] string.\n * If the string does not contain the delimiter, returns
[missingDelimiterValue]
which defaults to the original string.\n */\npublic fun String.replaceAfterLast(delimiter: Char, replacement: String,
missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index == -1)
missingDelimiterValue else replaceRange(index + 1, length, replacement)\n}\n\n/**\n * Replace part of string
before the last occurrence of given delimiter with the [replacement] string.\n * If the string does not contain the
delimiter, returns [missingDelimiterValue] which defaults to the original string.\n */\npublic fun
String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String {\n
 val index = lastIndexOf(delimiter)\n return if (index == -1) missingDelimiterValue else replaceRange(0, index,
replacement)\n}\n\n/**\n * Replace part of string before the last occurrence of given delimiter with the
[replacement] string.\n * If the string does not contain the delimiter, returns [missingDelimiterValue]
which defaults to the original string.\n */\npublic fun String.replaceBeforeLast(delimiter: String, replacement:
String, missingDelimiterValue: String = this): String {\n val index = lastIndexOf(delimiter)\n return if (index ==
-1) missingDelimiterValue else replaceRange(0, index, replacement)\n}\n\n\n// public fun String.replace(oldChar:

```



```

Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific\n// public fun String.replace(oldValue:
String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific\n\n/**\n * Returns a new string
obtained by replacing each substring of this char sequence that matches the given regular expression\n * with the
given [replacement].\n * The [replacement] can consist of any combination of literal text and $-substitutions. To
treat the replacement string\n * literally escape it with the [kotlin.text.Regex.Companion.escapeReplacement]
method.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex:
Regex, replacement: String): String = regex.replace(this, replacement)\n\n/**\n * Returns a new string obtained by
replacing each substring of this char sequence that matches the given regular expression\n * with the result of the
given function [transform] that takes [MatchResult] and returns a string to be used as a\n * replacement for that
match.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replace(regex: Regex, noinline
transform: (MatchResult) -> CharSequence): String =\n regex.replace(this, transform)\n\n/**\n * Replaces the first
occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.\n
*\n * @param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for
details.\n */\n@kotlin.internal.InlineOnly\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement:
String): String = regex.replaceFirst(this, replacement)\n\n/**\n * Returns
a copy of this string having its first character replaced with the result of the specified [transform],\n * or the original
string if it's empty.\n * @param transform function that takes the first character and returns the result of the
transform applied to the character.\n * @sample samples.text.Strings.replaceFirstChar\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.Exper
imentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName("\nreplaceFirstCharWithC
har")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) -> Char): String {\n
 return if (isEmpty()) transform(this[0]) + substring(1) else this\n}\n\n/**\n * Returns a copy of this string
having its first character replaced with the result of the specified [transform],\n * or the original string if it's empty.\n
*\n * @param transform function that takes the first character and returns the result of the transform
applied to the character.\n * @sample samples.text.Strings.replaceFirstChar\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalStdlibApi::class)\n@OptIn(kotlin.experimental.Exper
imentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@JvmName("\nreplaceFirstCharWithC
harSequence")\n@kotlin.internal.InlineOnly\npublic inline fun String.replaceFirstChar(transform: (Char) ->
CharSequence): String {\n return if (isEmpty()) transform(this[0]).toString() + substring(1) else
this\n}\n\n/**\n * Returns `true` if this char sequence matches the given regular expression.\n
*/\n@kotlin.internal.InlineOnly\npublic inline infix fun CharSequence.matches(regex: Regex): Boolean =
regex.matches(this)\n\n/**\n * Implementation of [regionMatches] for CharSequences.\n * Invoked when it's
already known that arguments are not Strings, so that no additional type checks are performed.\n */\ninternal fun
CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset:
Int, length: Int, ignoreCase: Boolean): Boolean {\n if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset >
this.length - length) || (otherOffset > other.length - length)) {\n return false\n }\n for (index in 0 until
length) {\n if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))\n return false\n
 }\n return true\n}\n\n/**\n * Returns `true` if this char sequence starts with the specified character.\n
*/\npublic fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n this.length > 0 &&
this[0].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence ends with the specified character.\n
*/\npublic fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =\n this.length > 0 &&
this[lastIndex].equals(char, ignoreCase)\n\n/**\n * Returns `true` if this char sequence starts with the specified
prefix.\n */\npublic fun CharSequence.startsWith(prefix:
CharSequence, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n if (!ignoreCase && this is String && prefix is String)\n
 return this.startsWith(prefix)\n else\n return regionMatchesImpl(0, prefix, 0, prefix.length,
ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this char sequence starting at the specified offset
[startIndex] starts with the specified prefix.\n */\npublic fun CharSequence.startsWith(prefix: CharSequence,
startIndex: Int, ignoreCase: Boolean = false): Boolean {\n if (!ignoreCase && this is String && prefix is String)\n

```

```

 return this.startsWith(prefix, startIndex)\n else\n return regionMatchesImpl(startIndex, prefix, 0,
prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if this char sequence ends with the specified suffix.\n
*/\npublic fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {\n if
(!ignoreCase && this is String && suffix is String)\n return this.endsWith(suffix)\n
 else\n return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)\n}\n\n// common
prefix and suffix\n\n/**\n * Returns the longest string `prefix` such that this char sequence and [other] char sequence
both start with this prefix,\n * taking care not to split surrogate pairs.\n * If this and [other] have no common prefix,
returns the empty string.\n * @param ignoreCase `true` to ignore character case when matching a character. By
default `false`.\n * @sample samples.text.Strings.commonPrefixWith\n */\npublic fun
CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {\n val
shortestLength = minOf(this.length, other.length)\n var i = 0\n while (i < shortestLength &&
this[i].equals(other[i], ignoreCase = ignoreCase)) {\n i++\n }\n if (this.hasSurrogatePairAt(i - 1) ||
other.hasSurrogatePairAt(i - 1)) {\n i--\n }\n return subSequence(0, i).toString()\n}\n\n/**\n * Returns the
longest
string `suffix` such that this char sequence and [other] char sequence both end with this suffix,\n * taking care not to
split surrogate pairs.\n * If this and [other] have no common suffix, returns the empty string.\n * @param
ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @sample
samples.text.Strings.commonSuffixWith\n */\npublic fun CharSequence.commonSuffixWith(other: CharSequence,
ignoreCase: Boolean = false): String {\n val thisLength = this.length\n val otherLength = other.length\n val
shortestLength = minOf(thisLength, otherLength)\n var i = 0\n while (i < shortestLength && this[thisLength -
i - 1].equals(other[otherLength - i - 1], ignoreCase = ignoreCase)) {\n i++\n }\n if
(this.hasSurrogatePairAt(thisLength - i - 1) || other.hasSurrogatePairAt(otherLength - i - 1)) {\n i--\n }\n
return subSequence(thisLength - i, thisLength).toString()\n}\n\n// indexOfAny()\n\n/**\n * Finds the index
of the first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified
[startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when
matching a character. By default `false`.\n * @return An index of the first occurrence of matched character from
[chars] or -1 if none of [chars] are found.\n */\n\npublic fun CharSequence.indexOfAny(chars: CharArray,
startIndex: Int = 0, ignoreCase: Boolean = false): Int {\n if (!ignoreCase && chars.size == 1 && this is String) {\n
 val char = chars.single()\n return nativeIndexOf(char, startIndex)\n }\n for (index in
startIndex.coerceAtLeast(0)..lastIndex) {\n val charAtIndex = get(index)\n if (chars.any {
it.equals(charAtIndex, ignoreCase) })\n return index\n }\n return -1\n}\n\n/**\n * Finds the index of the
last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified
[startIndex] and optionally ignoring the case.\n * @param startIndex The index of character to start searching at.
The search proceeds backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character
case when matching a character. By default `false`.\n * @return An index of the last occurrence of matched
character from [chars] or -1 if none of [chars] are found.\n */\n\npublic fun CharSequence.lastIndexOfAny(chars:
CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {\n if (!ignoreCase && chars.size == 1
&& this is String) {\n val char = chars.single()\n return nativeLastIndexOf(char, startIndex)\n }\n
for (index in startIndex.coerceAtMost(lastIndex) downTo 0) {\n val charAtIndex = get(index)\n if
(chars.any { it.equals(charAtIndex, ignoreCase) })\n return index\n }\n return -1\n}\n\nprivate fun
CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex:
Int, ignoreCase: Boolean, last: Boolean = false): Int {\n val indices = if (!last)\n startIndex.coerceAtLeast(0)..endIndex.coerceAtMost(length)\n else\n startIndex.coerceAtMost(lastIndex)
downTo endIndex.coerceAtLeast(0)\n if (this is String && other is String) { // smart cast\n for (index in
indices) {\n if (other.regionMatches(0, this, index, other.length, ignoreCase))\n return index\n
 }\n } else {\n for (index in indices) {\n if (other.regionMatchesImpl(0, this, index, other.length,
ignoreCase))\n return index\n }\n }\n return -1\n}\n\nprivate fun CharSequence.findAnyOf(strings:
Collection<String>, startIndex: Int, ignoreCase: Boolean, last: Boolean): Pair<Int, String>? {\n if (!ignoreCase

```

```

&& strings.size == 1) {\n val string = strings.single()\n val index = if (!last) indexOf(string, startIndex) else\n lastIndexOf(string, startIndex)\n return if\n (index < 0) null else index to string\n }\n val indices = if (!last) startIndex.coerceAtLeast(0)..length else\n startIndex.coerceAtMost(lastIndex) downTo 0\n if (this is String) {\n for (index in indices) {\n val\n matchingString = strings.firstOrNull { it.regionMatches(0, this, index, it.length, ignoreCase) }\n if\n (matchingString != null)\n return index to matchingString\n }\n } else {\n for (index in indices)\n {\n val matchingString = strings.firstOrNull { it.regionMatchesImpl(0, this, index, it.length, ignoreCase) }\n if (matchingString != null)\n return index to matchingString\n }\n }\n return\n null\n}\n\n/**\n * Finds the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character\n case when matching a string. By default\n `false`.\n * @return A pair of an index of the first occurrence of matched string from [strings] and the string\n matched or `null` if none of [strings] are found.\n * To avoid ambiguous results when strings in [strings]\n have characters in common, this method proceeds from\n the beginning to the end of this string, and finds at each\n position the first element in [strings] that matches this string at that position.\n */\npublic fun\n CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Pair<Int,\n String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = false)\n\n/**\n * Finds the last occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the\n case.\n * @param startIndex The index of character to start searching at. The search proceeds backward toward\n the beginning of the string.\n * @param ignoreCase `true` to ignore character case when\n matching a string. By default `false`.\n * @return A pair of an index of the last occurrence of matched string from\n [strings] and the string matched or `null` if none of [strings] are found.\n * To avoid ambiguous results when\n strings in [strings] have characters in common, this method proceeds from\n the end toward the beginning of this\n string, and finds at each position the first element in [strings]\n that matches this string at that position.\n */\npublic fun\n CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase:\n Boolean = false): Pair<Int, String>? =\n findAnyOf(strings, startIndex, ignoreCase, last = true)\n\n/**\n * Finds\n the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when\n matching a string. By default `false`.\n * @return An index of the first occurrence\n of matched string from [strings] or -1 if none of [strings] are found.\n * To avoid ambiguous results when\n strings in [strings] have characters in common, this method proceeds from\n the beginning to the end of this string,\n and finds at each position the first element in [strings]\n that matches this string at that position.\n */\npublic fun\n CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n findAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1\n\n/**\n * Finds the index of the last occurrence\n of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally\n ignoring the case.\n * @param startIndex The index of character to start searching at. The search proceeds\n backward toward the beginning of the string.\n * @param ignoreCase `true` to ignore character case when matching\n a string. By default `false`.\n * @return An index of the last\n occurrence of matched string from [strings] or -1 if none of [strings] are found.\n * To avoid ambiguous results when\n strings in [strings] have characters in common, this method proceeds from\n the end toward the beginning of\n this string, and finds at each position the first element in [strings]\n that matches this string at that position.\n */\npublic fun\n CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase:\n Boolean = false): Int =\n findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1\n\n/**\n * Returns the index within this string of the first occurrence of the specified character, starting\n from the specified [startIndex].\n * @param ignoreCase `true` to ignore character case when matching a\n character. By default `false`.\n * @return An index of the first occurrence of [char] or -1 if none is found.\n */\npublic fun\n CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false):

```

```

Int {
 return if (ignoreCase || this !is String)
 indexOfAny(charArrayOf(char), startIndex, ignoreCase)
 else
 nativeIndexOf(char, startIndex)
}

/**
 * Returns the index within this char sequence of the first
 * occurrence of the specified [string],
 * starting from the specified [startIndex].
 * @param ignoreCase `true` to
 * ignore character case when matching a string. By default `false`.
 * @return An index of the first occurrence of
 * [string] or -1 if none is found.
 */
@sample samples.text.Strings.indexOf

public fun
CharSequence.indexOf(string: String, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
 return if
 (ignoreCase || this !is String)
 indexOf(string, startIndex, length, ignoreCase)
 else
 nativeIndexOf(string, startIndex)
}

/**
 * Returns the index within this char sequence of the last occurrence of
 * the specified character,
 * starting from the specified [startIndex].
 * @param startIndex
 * The index of character to start searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.
 * @return An
 * index of the last occurrence of [char] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(char: Char,
 startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
 return if (ignoreCase || this !is String)
 lastIndexOfAny(charArrayOf(char), startIndex, ignoreCase)
 else
 nativeLastIndexOf(char,
 startIndex)
}

/**
 * Returns the index within this char sequence of the last occurrence of the specified
 * [string],
 * starting from the specified [startIndex].
 * @param startIndex The index of character to start
 * searching at. The search proceeds backward toward the beginning of the string.
 * @param ignoreCase `true` to
 * ignore character case when matching a string. By default `false`.
 * @return An index of the last
 * occurrence of [string] or -1 if none is found.
 */
public fun CharSequence.lastIndexOf(string: String, startIndex:
 Int = lastIndex, ignoreCase: Boolean = false): Int {
 return if (ignoreCase || this !is String)
 indexOf(string,
 startIndex, 0, ignoreCase, last = true)
 else
 nativeLastIndexOf(string, startIndex)
}

/**
 * Returns
 * `true` if this char sequence contains the specified [other] sequence of characters as a substring.
 * @param
 * ignoreCase `true` to ignore character case when comparing strings. By default `false`.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun
CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =
 if (other is String)
 indexOf(other, ignoreCase = ignoreCase) >= 0
 else
 indexOf(other, 0, length, ignoreCase) >=
 0

/**
 * Returns `true` if this char sequence contains the specified character [char].
 * @param
 * ignoreCase `true` to ignore
 * character case when comparing characters. By default `false`.
 */
@Suppress("INAPPLICABLE_OPERATOR_MODIFIER")
public operator fun CharSequence.contains(char:
 Char, ignoreCase: Boolean = false): Boolean =
 indexOf(char, ignoreCase = ignoreCase) >= 0

/**
 * Returns
 * `true` if this char sequence contains at least one match of the specified regular expression [regex].
 */
@kotlin.internal.InlineOnly
public inline operator fun CharSequence.contains(regex: Regex): Boolean =
 regex.containsMatchIn(this)

// rangesDelimitedBy
private class DelimitedRangesSequence(
 private val input: CharSequence,
 private val startIndex: Int,
 private val limit: Int,
 private val getNextMatch:
 CharSequence.(current: Int) -> Pair<Int, Int>?
) : Sequence<IntRange> {
 override fun iterator():
 Iterator<IntRange> = object : Iterator<IntRange> {
 var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for
 continue
 var currentStartIndex: Int = startIndex.coerceIn(0,
 input.length)
 var nextSearchIndex: Int = currentStartIndex
 var nextItem: IntRange? = null
 var
 counter: Int = 0
 private fun calcNext() {
 if (nextSearchIndex < 0)
 nextState = 0
 nextItem = null
 } else {
 if (limit > 0 && ++counter >= limit || nextSearchIndex >
 input.length) {
 nextItem = currentStartIndex..input.lastIndex
 nextSearchIndex = -1
 } else {
 val match = input.getNextMatch(nextSearchIndex)
 if (match == null) {
 nextItem = currentStartIndex..input.lastIndex
 nextSearchIndex = -1
 } else {
 val (index, length) = match
 nextItem = currentStartIndex until index
 currentStartIndex = index + length
 nextSearchIndex = currentStartIndex + if (length == 0) 1 else 0
 }
 }
 }
 nextState = 1
 }
}

override fun next(): IntRange {
 if (nextState == -1)

```

```

calcNext()\n if (nextState == 0)\n throw NoSuchElementException()\n val result = nextItem
as IntRange\n // Clean next to avoid keeping reference on yielded instance\n nextItem = null\nnextState = -1\n return result\n }\n override fun hasNext(): Boolean {\n if (nextState == -
1)\n calcNext()\n return nextState == 1\n }\n}\n\n/**\n * Returns a sequence of index
ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n * @param
delimiters One or more characters to be used as delimiters.\n * @param startIndex The index to start searching
delimiters
from.\n * No range having its start value less than [startIndex] is returned.\n * [startIndex] is coerced to be non-
negative and not greater than length of this string.\n * @param ignoreCase `true` to ignore character case when
matching a delimiter. By default `false`.\n * @param limit The maximum number of substrings to return. Zero by
default means no limit is set.\n */\nprivate fun CharSequence.rangesDelimitedBy(delimiters: CharArray, startIndex:
Int = 0, ignoreCase: Boolean = false, limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n return DelimitedRangesSequence(this, startIndex, limit, { currentIndex ->\n indexOfAny(delimiters,
currentIndex, ignoreCase = ignoreCase).let { if (it < 0) null else it to 1 }\n })\n}\n\n/**\n * Returns a sequence
of index ranges of substrings in this char sequence around occurrences of the specified [delimiters].\n * @param
delimiters One or more strings to be used as delimiters.\n * @param startIndex
The index to start searching delimiters from.\n * No range having its start value less than [startIndex] is returned.\n
* [startIndex] is coerced to be non-negative and not greater than length of this string.\n * @param ignoreCase `true`
to ignore character case when matching a delimiter. By default `false`.\n * @param limit The maximum number of
substrings to return. Zero by default means no limit is set.\n * @param To avoid ambiguous results when strings in
[delimiters] have characters in common, this method proceeds from\n * the beginning to the end of this string, and
finds at each position the first element in [delimiters]\n * that matches this string at that position.\n */\nprivate fun
CharSequence.rangesDelimitedBy(delimiters: Array<out String>, startIndex: Int = 0, ignoreCase: Boolean = false,
limit: Int = 0): Sequence<IntRange> {\n requireNonNegativeLimit(limit)\n val delimitersList =
delimiters.asList()\n return DelimitedRangesSequence(this, startIndex, limit, { currentIndex
-> findAnyOf(delimitersList, currentIndex, ignoreCase = ignoreCase, last = false)?.let { it.first to it.second.length }
})\n}\n\ninternal fun requireNonNegativeLimit(limit: Int) =\n require(limit >= 0) { "Limit must be non-
negative, but was $limit" }\n\n// split\n\n/**\n * Splits this char sequence to a sequence of strings around
occurrences of the specified [delimiters].\n * @param delimiters One or more strings to be used as delimiters.\n
* @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n * @param
limit The maximum number of substrings to return. Zero by default means no limit is set.\n * @param To avoid
ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the
beginning to the end of this string, and finds at each position the first element in [delimiters]\n * that matches this
string at that position.\n */\npublic fun CharSequence.splitToSequence(vararg delimiters:
String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =\n rangesDelimitedBy(delimiters,
ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n/**\n * Splits this char sequence to a list of strings
around occurrences of the specified [delimiters].\n * @param delimiters One or more strings to be used as
delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n
* @param limit The maximum number of substrings to return. Zero by default means no limit is set.\n * @param To avoid
ambiguous results when strings in [delimiters] have characters in common, this method proceeds from\n * the
beginning to the end of this string, and matches at each position the first element in [delimiters]\n * that is equal to a
delimiter in this instance at that position.\n */\npublic fun CharSequence.split(vararg delimiters: String, ignoreCase:
Boolean = false, limit: Int = 0): List<String> {\n if (delimiters.size == 1)\n {\n val delimiter = delimiters[0]\n if (!delimiter.isEmpty()) {\n return split(delimiter, ignoreCase,
limit)\n }\n }\n return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit =
limit).asIterable().map { substring(it) }\n}\n\n/**\n * Splits this char sequence to a sequence of strings around
occurrences of the specified [delimiters].\n * @param delimiters One or more characters to be used as
delimiters.\n * @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n
*

```

```

@param limit The maximum number of substrings to return.
public fun CharSequence.splitToSequence(vararg
delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }
* Splits this char sequence to a list of strings around occurrences of the specified [delimiters].
@param delimiters One or
more
characters to be used as delimiters.
@param ignoreCase `true` to ignore character case when matching a
delimiter. By default `false`.
@param limit The maximum number of substrings to return.
public fun
CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
 if
(delimiters.size == 1) {
 return split(delimiters[0].toString(), ignoreCase, limit)
 }
 return
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}
* Splits this char sequence to a list of strings around occurrences of the specified [delimiter].
* This is specialized
version of split which receives single non-empty delimiter and offers better performance
@param delimiter
String used as delimiter
@param ignoreCase `true` to ignore character case when matching a delimiter. By
default `false`.
@param limit The maximum number of substrings to return.
private fun
CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
 requireNonNegativeLimit(limit)
 var currentOffset = 0
 var nextIndex = indexOf(delimiter, currentOffset,
ignoreCase)
 if (nextIndex == -1 || limit == 1) {
 return listOf(this.toString())
 }
 val isLimited =
limit > 0
 val result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
 do {
 result.add(substring(currentOffset, nextIndex))
 currentOffset = nextIndex + delimiter.length
 // Do not
search for next occurrence if we're reaching limit
 if (isLimited && result.size == limit - 1) break
 nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
 } while (nextIndex != -1)
 result.add(substring(currentOffset, length))
 return result
}
* Splits this char sequence to a list of
strings around matches of the given regular expression.
@param limit Non-negative value specifying
the maximum number of substrings to return.
* Zero by default means no limit is set.
@kotlin.internal.InlineOnly
public inline fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)
* Splits this char sequence to a sequence of strings around matches of the given
regular expression.
@param limit Non-negative value specifying the maximum number of substrings to
return.
* Zero by default means no limit is set.
@sample samples.text.Strings.splitToSequence
@SinceKotlin("1.6")
@WasExperimental(ExperimentalStdlibApi::class)
@kotlin.internal.InlineOnly
public
c inline fun CharSequence.splitToSequence(regex: Regex, limit: Int = 0): Sequence<String> =
regex.splitToSequence(this, limit)
* Splits this char sequence to a sequence of lines delimited by any of the
following character sequences: CRLF, LF or CR.
@param limit The lines returned do not include terminating line
separators.
public fun CharSequence.lineSequence():
Sequence<String> = splitToSequence("\\r\\n", "\\n", "\\r")
* Splits this char sequence to a list of lines
delimited by any of the following character sequences: CRLF, LF or CR.
* The lines returned do not include
terminating line separators.
public fun CharSequence.lines(): List<String> = lineSequence().toList()
* Returns `true` if the contents of this char sequence are equal to the contents of the specified [other],
i.e. both char
sequences contain the same number of the same characters in the same order.
@sample
samples.text.Strings.contentEquals
@SinceKotlin("1.5")
public expect infix fun
CharSequence?.contentEquals(other: CharSequence?): Boolean
* Returns `true` if the contents of this char
sequence are equal to the contents of the specified [other], optionally ignoring case difference.
@param
ignoreCase `true` to ignore character case when comparing contents.
@sample
samples.text.Strings.contentEquals
@SinceKotlin("1.5")
public expect fun CharSequence?.contentEquals(other: CharSequence?, ignoreCase:
Boolean): Boolean
internal fun CharSequence?.contentEqualsIgnoreCaseImpl(other: CharSequence?): Boolean
{
 if (this is String && other is String) {
 return this.equals(other, ignoreCase = true)
 }
 if (this ==
other) return true
 if (this == null || other == null || this.length != other.length) return false
 for (i in 0 until
length) {
 if (!this[i].equals(other[i], ignoreCase = true)) {
 return false
 }
 }
 return
}

```

```

true}\n\ninternal fun CharSequence?.contentEqualsImpl(other: CharSequence?): Boolean {\n if (this is String
&& other is String) {\n return this == other\n }\n if (this === other) return true\n if (this == null || other
== null || this.length != other.length) return false\n for (i in 0 until length) {\n if (this[i] != other[i]) {\n
return false\n }\n }\n return true\n}\n\n/**\n * Returns `true` if the content of this string is equal to the
word `true`, `false` if it is equal to `false`,\n * and throws an exception otherwise.\n *\n * There is also a lenient
version of the function available on nullable String, [String?.toBoolean].\n *\n * Note that this function is case-
sensitive.\n *\n * @sample samples.text.Strings.toBooleanStrict\n *\n@SinceKotlin("1.5")\n\npublic fun
String.toBooleanStrict(): Boolean = when (this) {\n "true" -> true\n "false" -> false\n else -> throw
IllegalArgumentException("The string doesn't represent a boolean value: $this")\n}\n\n/**\n * Returns `true` if the
content of this string is equal to the word `true`, `false` if it is equal to `false`,\n * and `null` otherwise.\n *\n *
There is also a lenient version of the function available on nullable String, [String?.toBoolean].\n *\n * Note that this
function is case-sensitive.\n *\n * @sample samples.text.Strings.toBooleanStrictOrNull\n
*\n@SinceKotlin("1.5")\n\npublic fun String.toBooleanStrictOrNull(): Boolean? = when (this) {\n "true" ->
true\n "false" -> false\n else -> null\n},"/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin\n\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class
UByteArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ByteArray) :
Collection<UByte> {\n /**\n * Creates a new array of the specified [size], with all elements initialized to zero. *\n
public constructor(size: Int) : this(ByteArray(size))\n /**\n * Returns the array element at the given [index].
This method can be called using the index operator.\n * If the [index] is out
of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is
unspecified.\n *\n * public operator fun get(index: Int): UByte = storage[index].toUByte()\n /**\n * Sets
the element at the given [index] to the given [value]. This method can be called using the index operator.\n *
If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n *
where the behavior is unspecified.\n *\n * public operator fun set(index: Int, value: UByte) {\n
storage[index] = value.toByte()\n }\n /**\n * Returns the number of elements in the array. *\n * public override
val size: Int get() = storage.size\n /**\n * Creates an iterator over the elements of the array. *\n * public override
operator fun iterator(): kotlin.collections.Iterator<UByte> = Iterator(storage)\n private class Iterator(private val
array: ByteArray) : kotlin.collections.Iterator<UByte> {\n
 private var index = 0\n override fun hasNext() = index < array.size\n override fun next() = if (index
< array.size) array[index++].toUByte() else throw NoSuchElementException(index.toString())\n }\n override
fun contains(element: UByte): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n //
Currently JS BE does not generate special bridge method for this method.\n
@Suppress("USELESS_CAST")\n if ((element as Any?) !is UByte) return false\n return
storage.contains(element.toByte())\n }\n override fun containsAll(elements: Collection<UByte>): Boolean {\n
return (elements as Collection<*>).all { it is UByte && storage.contains(it.toByte()) }\n }\n override fun
isEmpty(): Boolean = this.storage.size == 0\n}\n\n/**\n * Creates a new array of the specified [size], where each
element is calculated by calling the specified\n * [init] function.\n *\n * The function [init] is called
for each array element sequentially starting from the first one.\n *\n * It should return the value for an array element
given its index.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {\n return UByteArray(ByteArray(size) { index
-> init(index).toByte()
})\n}\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ubyteArrayOf(vararg elements: UByte): UByteArray = elements\n},"/**\n * Copyright 2010-2023 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage
kotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic

```

```

value class UIntArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: IntArray)
: Collection<UInt> {\n\n /** Creates a new array of the specified [size], with all elements initialized to zero. *\n
public constructor(size: Int) : this(IntArray(size))\n\n /**\n * Returns the array element at the given [index].
This method can be called using the index operator.\n * \n * If the [index] is out of bounds of this array, throws
an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n * \n public
operator fun get(index: Int): UInt = storage[index].toInt()\n\n /**\n * Sets the element at the given [index] to
the given [value]. This method can be called using the index operator.\n * \n * If the [index] is out of bounds of
this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n
*\n public operator fun set(index: Int, value: UInt) {\n storage[index] = value.toInt()\n }\n\n /** Returns
the number of elements
in the array. *\n public override val size: Int get() = storage.size\n\n /** Creates an iterator over the elements of
the array. *\n public override operator fun iterator(): kotlin.collections.Iterator<UInt> = Iterator(storage)\n\n
private class Iterator(private val array: IntArray) : kotlin.collections.Iterator<UInt> {\n private var index = 0\n
override fun hasNext() = index < array.size\n override fun next() = if (index < array.size)
array[index++].toInt() else throw NoSuchElementException(index.toString())\n }\n\n override fun
contains(element: UInt): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n //
Currently JS BE does not generate special bridge method for this method.\n
@Suppress("USELESS_CAST")\n if ((element as Any?) !is UInt) return false\n\n return
storage.contains(element.toInt())\n }\n\n override fun containsAll(elements: Collection<UInt>): Boolean {\n
return
(elements as Collection<*>).all { it is UInt && storage.contains(it.toInt()) }\n }\n\n override fun isEmpty():
Boolean = this.storage.size == 0\n\n**\n * Creates a new array of the specified [size], where each element is
calculated by calling the specified\n * [init] function.\n * \n * The function [init] is called for each array element
sequentially starting from the first one.\n * It should return the value for an array element given its index.\n
*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray(size: Int, init: (Int) -> UInt): UIntArray {\n return UIntArray(IntArray(size) { index ->
init(index).toInt()
})\n}\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
uintArrayOf(vararg elements: UInt): UIntArray = elements\n",/*\n * Copyright 2010-2023 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache
2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT
EDIT!\n\npackage kotlin\n\nimport
kotlin.jvm.*\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic value class
ULongArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: LongArray) :
Collection<ULong> {\n\n /** Creates a new array of the specified [size], with all elements initialized to zero. *\n
public constructor(size: Int) : this(LongArray(size))\n\n /**\n * Returns the array element at the given [index].
This method can be called using the index operator.\n * \n * If the [index] is out of bounds of this array, throws
an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n * \n public
operator fun get(index: Int): ULong = storage[index].toULong()\n\n /**\n * Sets the element at the given
[index] to the given [value]. This method can be called using the index operator.\n
*\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in
Kotlin/JS\n * where the behavior is unspecified.\n * \n public operator fun set(index: Int, value: ULong) {\n
storage[index] = value.toLong()\n }\n\n /** Returns the number of elements in the array. *\n public override
val size: Int get() = storage.size\n\n /** Creates an iterator over the elements of the array. *\n public override
operator fun iterator(): kotlin.collections.Iterator<ULong> = Iterator(storage)\n\n private class Iterator(private val
array: LongArray) : kotlin.collections.Iterator<ULong> {\n private var index = 0\n override fun hasNext() =
index < array.size\n override fun next() = if (index < array.size) array[index++].toULong() else throw
NoSuchElementException(index.toString())\n }\n\n override fun contains(element: ULong): Boolean {\n //

```



TODO: Eliminate this check after KT-30016 gets

```
fixed.\n // Currently JS BE does not generate special bridge method for this method.\n@Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is ULong) return false\n\n return\nstorage.contains(element.toLong())\n }\n\n override fun containsAll(elements: Collection<ULong>): Boolean\n {\n return (elements as Collection<*>).all { it is ULong && storage.contains(it.toLong()) }\n }\n\n override\nfun isEmpty(): Boolean = this.storage.size == 0\n\n /**\n * Creates a new array of the specified [size], where each\n element is calculated by calling the specified\n * [init] function.\n * The function [init] is called for each array\n element sequentially starting from the first one.\n * It should return the value for an array element given its index.\n *\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nULongArray(size: Int, init: (Int) -> ULong): ULongArray {\n return ULongArray(LongArray(size) {\n index -> init(index).toLong()\n })\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nulongArrayOf(vararg elements: ULong): ULongArray = elements\n\n /**\n * Copyright 2010-2023 JetBrains s.r.o.\n and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license\n that can be found in the license/LICENSE.txt file.\n */\n\n // Auto-generated file. DO NOT EDIT!\n\npackage\nkotlin\n\nimport kotlin.jvm.*\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@JvmInline\npublic\nvalue class UShortArray\n@PublishedApi\ninternal constructor(@PublishedApi internal val storage: ShortArray) :\nCollection<UShort> {\n\n /**\n * Creates a new array of the specified [size], with all elements initialized to zero. *\n */\n public constructor(size: Int) : this(ShortArray(size))\n\n /**\n * Returns the array element at the given [index].\n This method can be called using the index operator.\n * If the [index]\n is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the\n behavior is unspecified.\n */\n public operator fun get(index: Int): UShort = storage[index].toUShort()\n\n /**\n * Sets the element at the given [index] to the given [value]. This method can be called using the index\n operator.\n * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except\n in Kotlin/JS\n * where the behavior is unspecified.\n */\n public operator fun set(index: Int, value: UShort)\n {\n storage[index] = value.toShort()\n }\n\n /**\n * Returns the number of elements in the array. *\n */\n public\noverride val size: Int get() = storage.size\n\n /**\n * Creates an iterator over the elements of the array. *\n */\n public\noverride operator fun iterator(): kotlin.collections.Iterator<UShort> = Iterator(storage)\n\n private class\nIterator(private val array: ShortArray) : kotlin.collections.Iterator<UShort>\n {\n private var index = 0\n override fun hasNext() = index < array.size\n override fun next() = if (index\n < array.size) array[index++].toUShort() else throw NoSuchElementException(index.toString())\n }\n\n override\nfun contains(element: UShort): Boolean {\n // TODO: Eliminate this check after KT-30016 gets fixed.\n //\n Currently JS BE does not generate special bridge method for this method.\n\n @Suppress(\"USELESS_CAST\")\n if ((element as Any?) !is UShort) return false\n\n return\nstorage.contains(element.toShort())\n }\n\n override fun containsAll(elements: Collection<UShort>): Boolean\n {\n return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }\n }\n\n override\nfun isEmpty(): Boolean = this.storage.size == 0\n\n /**\n * Creates a new array of the specified [size], where each\n element is calculated by calling the specified\n * [init] function.\n * The\n function [init] is called for each array element sequentially starting from the first one.\n * It should return the value\n for an array element given its index.\n *\n */\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nUShortArray(size: Int, init: (Int) -> UShort): UShortArray {\n return UShortArray(ShortArray(size) { index ->\n init(index).toShort()\n })\n}\n\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\nushortArrayOf(vararg elements: UShort): UShortArray = elements\n\n /**\n * Copyright 2010-2023 JetBrains s.r.o.\n and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license\n that can be found in the license/LICENSE.txt file.\n */\n\n @file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"UArraysKt\")\n@file:kotlin.jvm.JvmPacka
```

getName("kotlin.collections.unsigned")\n\npackage kotlin.collections\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED

by the GenerateStandardLib.kt\n// See: <https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib>\n\nimport kotlin.random.\*\nimport kotlin.ranges.contains\nimport kotlin.ranges.reversed\n\n/\*\*\n \* Returns 1st \*element\* from the array.\n \* \n \* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component1(): UInt {\n return get(0)\n}\n\n/\*\*\n \* Returns 1st \*element\* from the array.\n \* \n \* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component1(): ULong {\n return get(0)\n}\n\n/\*\*\n \* Returns 1st \*element\* from the array.\n \* \n \* If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component1(): UShort {\n return get(0)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component2(): UInt {\n return get(1)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component2(): ULong {\n return get(1)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component2(): UByte {\n return get(1)\n}\n\n/\*\*\n \* Returns 2nd \*element\* from the array.\n \* \n \* If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component2(): UShort {\n return get(1)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component3(): UInt {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component3(): ULong {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component3(): UByte {\n return get(2)\n}\n\n/\*\*\n \* Returns 3rd \*element\* from the array.\n \* \n \* If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the

behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component3(): UShort {\n return get(2)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component4(): UInt {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component4(): ULong {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component4(): UByte {\n return get(3)\n}\n\n/\*\*\n \* Returns 4th \*element\* from the array.\n \* \n \* If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component4(): UShort {\n return get(3)\n}\n\n/\*\*\n \* Returns 5th \*element\* from the array.\n \* \n \* If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UIntArray.component5(): UInt {\n return get(4)\n}\n\n/\*\*\n \* Returns 5th \*element\* from the array.\n \* \n \* If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun ULongArray.component5(): ULong {\n return get(4)\n}\n\n/\*\*\n \* Returns 5th \*element\* from the array.\n \* \n \* If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UByteArray.component5(): UByte {\n return get(4)\n}\n\n/\*\*\n \* Returns 5th \*element\* from the array.\n \* \n \* If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n \* where the behavior is unspecified.\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline operator fun UShortArray.component5(): UShort {\n return get(4)\n}\n\n/\*\*\n \* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n \* \n \* @sample samples.collections.Collections.Elements.elementAt\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.elementAt(index: Int): UInt\n\n/\*\*\n \* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n \* \n \* @sample samples.collections.Collections.Elements.elementAt\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.elementAt(index: Int): ULong\n\n/\*\*\n \* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n \* \n \* @sample samples.collections.Collections.Elements.elementAt\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.elementAt(index: Int): UByte\n\n/\*\*\n \* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n \* \n \* @sample samples.collections.Collections.Elements.elementAt\n

\*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.elementAt(index: Int): UShort\n\n/\*\*\n \* Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n \* \n \* @sample\n

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samples.collections.Collections.Elements.elementAtOrElse\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {\n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {\n return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the
result of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {\n return if (index >= 0 && index
<= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or the result
of calling the [defaultValue] function if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrElse\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {\n return if (index >= 0 &&
index <= lastIndex) get(index) else defaultValue(index)\n}\n\n/**\n * Returns an element at the given [index] or
`null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.elementAtOrNull(index: Int): UInt? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns
an element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.elementAtOrNull(index: Int): ULong? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.elementAtOrNull(index: Int): UByte? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns an
element at the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * \n
* @sample samples.collections.Collections.Elements.elementAtOrNull\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.elementAtOrNull(index: Int): UShort? {\n return this.getOrNull(index)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.find(predicate: (UInt) -> Boolean): UInt? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns the
first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
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*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
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the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
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*\n@SinceKotlin(\\"1.3\\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.find(predicate: (UByte) -> Boolean): UByte? {\n return firstOrNull(predicate)\n}\n\n/**\n * Returns
the first element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample

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samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.find(predicate: (UShort) -> Boolean): UShort? {\n return firstOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {\n return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {\n return lastOrNull(predicate)\n}\n\n/**\n *
Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
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Returns the last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.find\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {\n return lastOrNull(predicate)\n}\n\n/**\n *
Returns the first element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(): UInt {\n return storage.first().toUInt()\n}\n\n/**\n * Returns the first element.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.first(): ULong {\n return storage.first().toULong()\n}\n\n/**\n * Returns the first element.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first():
 UByte {\n return storage.first().toUByte()\n}\n\n/**\n * Returns the first element.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.first(): UShort {\n return storage.first().toUShort()\n}\n\n/**\n * Returns the first element matching
the given [predicate].\n * @throws [NoSuchElementException] if no such element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.first(predicate: (UInt) -> Boolean): UInt {\n for (element in this) if (predicate(element)) return
element\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {\n for (element in this) if
(predicate(element)) return element\n throw NoSuchElementException("Array contains no element matching the
predicate.")\n}\n\n/**\n * Returns the first element matching the given [predicate].\n * @throws
[NoSuchElementException] if no such element is found.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.first(predicate: (UByte) -> Boolean): UByte {\n for (element in this) if (predicate(element)) return
element\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n *
Returns the first element matching the given [predicate].\n * @throws [NoSuchElementException] if no such
element is found.\n

```

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*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UShortArray.first(predicate: (UShort) -> Boolean): UShort {^n for (element
in this) if (predicate(element)) return element^n throw NoSuchElementException("Array contains no element
matching the predicate.")^n}^n/^n * Returns the first element, or `null` if the array is empty.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^public fun UIntArray.firstOrNull(): UInt? {^n return
if (isEmpty()) null else this[0]^n}^n/^n * Returns the first element, or `null` if the array is empty.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^public fun ULongArray.firstOrNull(): ULong? {^n
return if (isEmpty()) null else this[0]^n}^n/^n * Returns the first element, or `null` if the array is empty.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^public fun UByteArray.firstOrNull(): UByte? {^n
return if (isEmpty()) null else this[0]^n}^n/^n * Returns the first element, or `null` if the array is empty.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^public fun UShortArray.firstOrNull(): UShort? {^n
return
if (isEmpty()) null else this[0]^n}^n/^n * Returns the first element matching the given [predicate], or `null` if
element was not found.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UIntArray.firstOrNull(predicate: (UInt) -> Boolean): UInt? {^n for (element in this) if (predicate(element)) return
element^n return null^n}^n/^n * Returns the first element matching the given [predicate], or `null` if element
was not found.^n *^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public
inline fun ULongArray.firstOrNull(predicate: (ULong) -> Boolean): ULong? {^n for (element in this) if
(predicate(element)) return element^n return null^n}^n/^n * Returns the first element matching the given
[predicate], or `null` if element was not found.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UByteArray.firstOrNull(predicate: (UByte)
-> Boolean): UByte? {^n for (element in this) if (predicate(element)) return element^n return null^n}^n/^n *
Returns the first element matching the given [predicate], or `null` if element was not found.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UShortArray.firstOrNull(predicate: (UShort) -> Boolean): UShort? {^n for (element in this) if (predicate(element))
return element^n return null^n}^n/^n * Returns an element at the given [index] or the result of calling the
[defaultValue] function if the [index] is out of bounds of this array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {^n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)^n}^n/^n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index]
is out of bounds of this array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {^n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)^n}^n/^n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {^n return if (index >= 0 && index <=
lastIndex) get(index) else defaultValue(index)^n}^n/^n * Returns an element at the given [index] or the result of
calling the [defaultValue] function if the [index] is out of bounds of this array.^n
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^@kotlin.internal.InlineOnly^public inline fun
UShortArray.getOrElse(index:
Int, defaultValue: (Int) -> UShort): UShort {^n return if (index >= 0 && index <= lastIndex) get(index) else
defaultValue(index)^n}^n/^n * Returns an element at the given [index] or `null` if the [index] is out of bounds of
this array.^n * ^n * @sample samples.collections.Collections.Elements.getOrElseOrNull
*^@SinceKotlin("1.3")^@ExperimentalUnsignedTypes^public fun UIntArray.getOrElseOrNull(index: Int): UInt? {^n

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return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the given
[index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.getOrNull(index: Int):
ULong? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at
the given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.getOrNull(index: Int): UByte?
{\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns an element at the
given [index] or `null` if the [index] is out of bounds of this array.\n * \n * @sample
samples.collections.Collections.Elements.getOrNull\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.getOrNull(index: Int):
UShort? {\n return if (index >= 0 && index <= lastIndex) get(index) else null\n}\n\n/**\n * Returns first index of
[element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOf(element: UInt): Int {\n return storage.indexOf(element.toInt())\n}\n\n/**\n * Returns first
index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.indexOf(element: ULong): Int {\n return storage.indexOf(element.toLong())\n}\n\n/**\n *
Returns first index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOf(element: UByte): Int {\n return storage.indexOf(element.toByte())\n}\n\n/**\n * Returns
first index of [element], or -1 if the array does not contain element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.indexOf(element: UShort): Int {\n return storage.indexOf(element.toShort())\n}\n\n/**\n * Returns
index of the first element matching the given [predicate], or -1 if the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOfFirst(predicate: (UInt) -> Boolean):
Int {\n return storage.indexOfFirst { predicate(it.toInt()) }\n}\n\n/**\n * Returns index of the first element
matching the given [predicate], or -1 if the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int {\n return storage.indexOfFirst {
predicate(it.toULong()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if
the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int {\n return storage.indexOfFirst {
predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the first element matching the given [predicate], or -1 if
the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int {\n return storage.indexOfFirst {
predicate(it.toUShort()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if
the array does not contain such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int {\n return storage.indexOfLast { predicate(it.toInt())
}\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain
such element.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int {\n return storage.indexOfLast {
predicate(it.toULong()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if
the

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array does not contain such element.\n

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int {\n return storage.indexOfLast { predicate(it.toUByte()) }\n}\n\n/**\n * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {\n return storage.indexOfLast { predicate(it.toUShort()) }\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.last(): UInt {\n return storage.last().toUInt()\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.last(): ULong {\n return storage.last().toULong()\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.last(): UByte {\n return storage.last().toUByte()\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.last(): UShort {\n return storage.last().toUShort()\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.last(predicate: (UInt) -> Boolean): UInt {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.last(predicate: (ULong) -> Boolean): ULong {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.last(predicate: (UByte) -> Boolean): UByte {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns the last element matching the given [predicate].\n * \n * @throws NoSuchElementException if no such element is found.\n * \n * @sample samples.collections.Collections.Elements.last\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.last(predicate: (UShort) -> Boolean): UShort {\n for (index in this.indices.reversed()) {\n val element = this[index]\n if (predicate(element)) return element\n }\n throw NoSuchElementException("Array contains no element matching the predicate.")\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not contain
```



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element.\n *^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun UIntArray.lastIndexOf(element: UInt): Int {\n return storage.lastIndexOf(element.toInt())\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastIndexOf(element: ULong): Int {\n return storage.lastIndexOf(element.toLong())\n}\n\n/**\n *
Returns last index of [element], or -1 if the array does not contain element.\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.lastIndexOf(element: UByte): Int {\n return
storage.lastIndexOf(element.toByte())\n}\n\n/**\n * Returns last index of [element], or -1 if the array does not
contain element.\n *^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.lastIndexOf(element: UShort): Int {\n return
storage.lastIndexOf(element.toShort())\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.lastOrNull(): UInt? {\n return
if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n *
@sample samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.lastOrNull(): ULong? {\n
return if (isEmpty()) null else this[size -
1]\n}\n\n/**\n * Returns the last element, or `null` if the array is empty.\n * \n * @sample
samples.collections.Collections.Elements.last\n *^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic
fun UByteArray.lastOrNull(): UByte? {\n return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the
last element, or `null` if the array is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.lastOrNull(): UShort? {\n
return if (isEmpty()) null else this[size - 1]\n}\n\n/**\n * Returns the last element matching the given [predicate], or
`null` if no such element was found.\n * \n * @sample samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {\n for (index in this.indices.reversed()) {\n val
element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the
given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {\n for (index in this.indices.reversed()) {\n
val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the
last element matching the given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {\n for (index in this.indices.reversed()) {\n
val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns the last element matching the
given [predicate], or `null` if no such element was found.\n * \n * @sample
samples.collections.Collections.Elements.last\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {\n for (index in this.indices.reversed()) {\n
val element = this[index]\n if (predicate(element)) return element\n }\n return null\n}\n\n/**\n * Returns a
random element from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*^@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.random(): UInt {\n return random(Random)\n}\n\n/**\n * Returns a random element from this array.\n

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* \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.random(): ULong {\n return random(Random)\n}\n\n/**\n * Returns a random element
from this array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.random(): UByte {\n return random(Random)\n}\n\n/**\n * Returns a random element from this
array.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.random(): UShort {\n return random(Random)\n}\n\n/**\n * Returns a random element from this
array using the specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.random(random: Random): UInt
{\n if (isEmpty())\n throw NoSuchElementException("Array
is empty.")\n return get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the
specified source of randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.random(random: Random):
ULong {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.random(random: Random):
UByte {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness.\n * \n * @throws NoSuchElementException if this array is
empty.\n * \n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.random(random:
Random): UShort {\n if (isEmpty())\n throw NoSuchElementException("Array is empty.")\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UIntArray.randomOrNull(): UInt? {\n return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun ULongArray.randomOrNull(): ULong? {\n return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.randomOrNull(): UByte? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a
random element from this array, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun UShortArray.randomOrNull(): UShort? {\n return
randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic fun UIntArray.randomOrNull(random: Random): UInt? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic
fun ULongArray.randomOrNull(random: Random): ULong? {\n if (isEmpty())\n return null\n return
get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of
randomness, or `null` if this array is empty.\n

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*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun UByteArray.randomOrNull(random: Random): UByte? {\n if (isEmpty())\n return null\n return\n get(random.nextInt(size))\n}\n\n/**\n * Returns a random element from this array using the specified source of\n randomness, or `null` if this array is empty.\n */\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun UShortArray.randomOrNull(random: Random): UShort? {\n if (isEmpty())\n return null\n return\n get(random.nextInt(size))\n}\n\n/**\n * Returns\n the single element, or throws an exception if the array is empty or has more than one element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UIntArray.single(): UInt {\n return storage.single().toUInt()\n}\n\n/**\n * Returns the single element, or throws an\n exception if the array is empty or has more than one element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n ULongArray.single(): ULong {\n return storage.single().toULong()\n}\n\n/**\n * Returns the single element, or\n throws an exception if the array is empty or has more than one element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UByteArray.single(): UByte {\n return storage.single().toUByte()\n}\n\n/**\n * Returns the single element, or\n throws an exception if the array is empty or has more than one element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic\n inline fun UShortArray.single(): UShort {\n return storage.single().toUShort()\n}\n\n/**\n * Returns the single\n element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UIntArray.single(predicate: (UInt) -> Boolean): UInt {\n var single: UInt? = null\n var found = false\n for\n (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException("Array\n contains more than one matching element.")\n single = element\n found = true\n }\n }\n if\n (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return single as UInt\n}\n\n/**\n * Returns the single element matching\n the given [predicate], or throws exception if\n there is no or more than one matching element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n ULongArray.single(predicate: (ULong) -> Boolean): ULong {\n var single: ULong? = null\n var found = false\n for\n (element in this) {\n if (predicate(element)) {\n if (found) throw IllegalArgumentException("Array\n contains more than one matching element.")\n single = element\n found = true\n }\n }\n if\n (!found) throw NoSuchElementException("Array contains no element matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return single as ULong\n}\n\n/**\n * Returns the single element\n matching the given [predicate], or throws exception if there is no or more than one matching element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UByteArray.single(predicate: (UByte) -> Boolean): UByte {\n var single: UByte?\n = null\n var found = false\n for\n (element in this) {\n if (predicate(element)) {\n if (found) throw\n IllegalArgumentException("Array contains more than one matching element.")\n single = element\n found = true\n }\n }\n if\n (!found) throw NoSuchElementException("Array contains no element matching\n the predicate.")\n @Suppress("UNCHECKED_CAST")\n return single as UByte\n}\n\n/**\n * Returns the\n single element matching the given [predicate], or throws exception if there is no or more than one matching\n element.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline\n fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {\n var single: UShort? = null\n var found =\n false\n for\n (element in this) {\n if (predicate(element)) {\n if (found) throw\n IllegalArgumentException("Array contains more than one matching element.")\n single = element\n found = true\n }\n }\n if\n (!found) throw NoSuchElementException("Array contains no element\n matching the predicate.")\n @Suppress("UNCHECKED_CAST")\n return single as UShort\n}\n\n/**\n * Returns the\n single element matching the given [predicate], or throws exception if there is no or more than one matching\n element.\n */

```

Returns single element, or `null` if the array is empty or has more than one element.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.singleOrNull(): UInt? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.singleOrNull(): ULong? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null` if the array is empty or has more than one element.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.singleOrNull(): UByte? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns single element, or `null`\n * if the array is empty or has more than one element.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.singleOrNull(): UShort? {\n return if (size == 1) this[0] else null\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {\n var single: UInt? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {\n var single: ULong? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {\n var single: UByte? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns the single element matching the given [predicate], or `null` if element was not found or more than one element was found.\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {\n var single: UShort? = null\n var found = false\n for (element in this) {\n if (predicate(element)) {\n if (found) return null\n single = element\n found = true\n }\n }\n if (!found) return null\n return single\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * * @throws IllegalArgumentException if [n] is negative.\n * * @sample samples.collections.Collections.Transformations.drop\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.drop(n: Int): List<UInt> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n
```

```
 * Returns a list containing all elements except first [n] elements.\n * * @throws IllegalArgumentException if [n] is negative.\n * * @sample samples.collections.Collections.Transformations.drop\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.drop(n: Int): List<ULong> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * * @throws IllegalArgumentException if [n] is negative.\n * * @sample samples.collections.Collections.Transformations.drop\n */\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.drop(n: Int): List<UByte> {\n require(n >= 0) { "Requested element count $n is less than zero." }\n return takeLast((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except first [n] elements.\n * * @throws\n */\n
```

## IllegalArgumentException

```
if [n] is negative.\n * \n * @sample samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.drop(n: Int): List<UShort> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return takeLast((size -\n n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.dropLast(n: Int): List<UInt> {\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -\n n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic\n fun ULongArray.dropLast(n: Int): List<ULong> {\n require(n >= 0) { \"Requested element count $n is less than\n zero.\" }\n return take((size - n).coerceAtLeast(0))\n }\n\n /**\n * Returns a list containing all elements except last\n * [n] elements.\n * \n * @throws IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.dropLast(n: Int): List<UByte>\n{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size -\n n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last [n] elements.\n * \n * @throws\n IllegalArgumentException if [n] is negative.\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.dropLast(n: Int):\nList<UShort> {\n require(n\n >= 0) { \"Requested element count $n is less than zero.\" }\n return take((size - n).coerceAtLeast(0))\n}\n\n/**\n * Returns a list containing all elements except last elements that satisfy the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index]))\n return take(index + 1)\n }\n return emptyList()\n }\n\n /**\n * Returns a list containing all elements except last elements that satisfy the given\n * [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n for (index in lastIndex\n downTo 0) {\n if (!predicate(this[index]))\n return take(index + 1)\n }\n return\n emptyList()\n }\n\n /**\n * Returns a list containing all elements except last elements that satisfy the given\n * [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n for (index in lastIndex downTo 0)\n {\n if (!predicate(this[index]))\n return take(index + 1)\n }\n return emptyList()\n }\n\n /**\n * Returns a list containing all elements except last elements that satisfy the given\n * [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun\n UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort>\n{\n for (index in lastIndex downTo 0) {\n if (!predicate(this[index]))\n return take(index + 1)\n }\n return emptyList()\n}\n\n/**\n * Returns a list containing all elements except first elements that satisfy\n the given [predicate].\n * \n * @sample\n samples.collections.Collections.Transformations.drop\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
```

```

UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {\n var yielding = false\n val list =
ArrayList<UInt>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item)) {\n
 list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {\n var yielding = false\n val
list = ArrayList<ULong>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if
(!predicate(item)) {\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list
containing all elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {\n var yielding = false\n val list =
ArrayList<UByte>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing all
elements except first elements that satisfy the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.drop\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {\n var yielding = false\n val list =
ArrayList<UShort>()\n for (item in this)\n if (yielding)\n list.add(item)\n else if (!predicate(item))
{\n list.add(item)\n yielding = true\n }\n return list\n}\n\n/**\n * Returns a list containing only
elements matching the given [predicate].\n * \n * @sample samples.collections.Collections.Filtering.filter\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {\n return filterTo(ArrayList<UInt>(),
predicate)\n}\n\n/**\n * Returns
a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {\n return filterTo(ArrayList<ULong>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {\n return filterTo(ArrayList<UByte>(),
predicate)\n}\n\n/**\n * Returns a list containing only elements matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filter(predicate:
(UShort) -> Boolean): List<UShort> {\n return filterTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Returns a
list containing only elements matching the given [predicate].\n * @param [predicate] function that takes the index of
an element and the element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {\n return
filterIndexedTo(ArrayList<UInt>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic

```

```

inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {\n return
filterIndexedTo(ArrayList<ULong>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexed\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {\n return
filterIndexedTo(ArrayList<UByte>(), predicate)\n}\n\n/**\n * Returns a list containing only elements matching the
given [predicate].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation
on the element.\n * \n * @sample samples.collections.Collections.Filtering.filterIndexed\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {\n return
filterIndexedTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements matching the given [predicate]
to the given [destination].\n * @param [predicate] function that takes the index of an element and the element
itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C
{\n forEachIndexed { index, element ->\n if (predicate(index, element)) destination.add(element)\n
 }\n return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given
[destination].\n * @param [predicate] function that takes the index of an element and the element itself\n * and
returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) ->
Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))
destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) ->
Boolean): C {\n forEachIndexed { index, element ->\n if (predicate(index, element))
destination.add(element)\n }\n return destination\n}\n\n/**\n * Appends all elements matching the given
[predicate] to the given [destination].\n * @param [predicate] function that takes the index of an element and the
element itself\n * and returns the result of predicate evaluation on the element.\n * \n * @sample
samples.collections.Collections.Filtering.filterIndexedTo\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) ->
Boolean): C {\n forEachIndexed { index,
element ->\n if (predicate(index, element)) destination.add(element)\n }\n return destination\n}\n\n/**\n *
Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {\n return filterNotTo(ArrayList<UInt>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {\n return filterNotTo(ArrayList<ULong>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {\n return filterNotTo(ArrayList<UByte>(),
predicate)\n}\n\n/**\n * Returns a list containing all elements not matching the given [predicate].\n * \n * @sample
samples.collections.Collections.Filtering.filter\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {\n return
filterNotTo(ArrayList<UShort>(), predicate)\n}\n\n/**\n * Appends all elements not matching the given [predicate]
to the given [destination].\n * \n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean):
C {\n for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {\n
for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements not matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {\n
for (element in this)
if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Appends all elements not
matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {\n
for (element in this) if (!predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {\n for (element
in this) if (predicate(element)) destination.add(element)\n
return destination\n}\n\n/**\n * Appends all elements matching the given [predicate] to the given [destination].\n
*\n * @sample samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {\n for
(element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements matching the given [predicate] to the given [destination].\n * \n * @sample
samples.collections.Collections.Filtering.filterTo\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :
MutableCollection<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {\n for
(element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n *
Appends all elements

```



matching the given [predicate] to the given [destination].\n \* \n \* @sample  
samples.collections.Collections.Filtering.filterTo\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <C :

MutableCollection<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {\n for

(element in this) if (predicate(element)) destination.add(element)\n return destination\n}\n\n/**\n * Returns a list

containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: IntRange):

List<UInt> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive +

1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: IntRange):

List<ULong> {\n if (indices.isEmpty())\n return listOf()\n return copyOfRange(indices.start, indices.endInclusive + 1).asList()\n}\n\n/**\n * Returns a list

containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: IntRange):

List<UByte> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive

+ 1).asList()\n}\n\n/**\n * Returns a list containing elements at indices in the specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: IntRange):

List<UShort> {\n if (indices.isEmpty()) return listOf()\n return copyOfRange(indices.start, indices.endInclusive

+ 1).asList()\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.slice(indices: Iterable<Int>):

List<UInt> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list = ArrayList<UInt>(size)\n for (index in indices) {\n

list.add(get(index))\n } \n return list\n}\n\n/**\n * Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.slice(indices: Iterable<Int>):

List<ULong> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list =

ArrayList<ULong>(size)\n for (index in indices) {\n list.add(get(index))\n } \n return list\n}\n\n/**\n *

Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.slice(indices: Iterable<Int>):

List<UByte> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list =

ArrayList<UByte>(size)\n for (index in indices) {\n list.add(get(index))\n } \n return list\n}\n\n/**\n *

Returns a list containing elements at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.slice(indices: Iterable<Int>):

List<UShort> {\n val size = indices.collectionSizeOrDefault(10)\n if (size == 0) return emptyList()\n val list =

ArrayList<UShort>(size)\n for (index in indices) {\n list.add(get(index))\n } \n return list\n}\n\n/**\n *

Returns an array containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sliceArray(indices:

Collection<Int>): UIntArray {\n return UIntArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array

containing elements of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sliceArray(indices:

Collection<Int>): ULongArray {\n return ULongArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array

containing elements

of this array at specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun

UByteArray.sliceArray(indices: Collection<Int>): UByteArray {\n return

UByteArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements of this array at

specified [indices].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun

UShortArray.sliceArray(indices: Collection<Int>): UShortArray {\n return

UShortArray(storage.sliceArray(indices))\n}\n\n/**\n * Returns an array containing elements at indices in the

specified [indices] range.\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
```

```

UIntArray.sliceArray(indices: IntRange): UIntArray {
 return UIntArray(storage.sliceArray(indices))
}

* Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.sliceArray(indices: IntRange):
 ULongArray {
 return ULongArray(storage.sliceArray(indices))
}

* Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange):
 UByteArray {
 return UByteArray(storage.sliceArray(indices))
}

* Returns an array containing elements at indices in the specified [indices] range.

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange):
 UShortArray {
 return UShortArray(storage.sliceArray(indices))
}

* Returns a list containing first [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 if (n >= size) return toList()
 if (n == 1) return listOf(this[0])
 var count = 0
 val list = ArrayList<UInt>(n)
 for (item in this) {
 list.add(item)
 if (++count == n) break
 }
 return list
}

* Returns a list containing first [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 if (n >= size) return toList()
 if (n == 1) return listOf(this[0])
 var count = 0
 val list = ArrayList<ULong>(n)
 for (item in this) {
 list.add(item)
 if (++count == n) break
 }
 return list
}

* Returns a list containing first [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 if (n >= size) return toList()
 if (n == 1) return listOf(this[0])
 var count = 0
 val list = ArrayList<UByte>(n)
 for (item in this) {
 list.add(item)
 if (++count == n) break
 }
 return list
}

* Returns a list containing first [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 if (n >= size) return
 toList()
 if (n == 1) return listOf(this[0])
 var count = 0
 val list = ArrayList<UShort>(n)
 for (item in this) {
 list.add(item)
 if (++count == n) break
 }
 return list
}

* Returns a list containing last [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UIntArray.takeLast(n: Int): List<UInt> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 val size = size
 if (n >= size) return toList()
 if (n == 1) return listOf(this[size - 1])
 val list = ArrayList<UInt>(n)
 for (index in size - n until size)
 list.add(this[index])
 return list
}

* Returns a list containing last [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
 require(n >= 0) { "Requested element count $n is less than zero." }
 if (n == 0) return emptyList()
 val size = size
 if (n >= size) return toList()
 if (n == 1) return listOf(this[size - 1])
 val list = ArrayList<ULong>(n)
 for (index in size - n until size)
 list.add(this[index])
 return list
}

* Returns a list containing last [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* @sample samples.collections.Collections.Transformations.take

```

```

@sample samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.takeLast(n: Int): List<UByte>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val
size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size
- 1])\n val list = ArrayList<UByte>(n)\n for (index in size - n until size)\n list.add(this[index])\n return
list\n}\n\n/**\n * Returns a list containing last [n] elements.\n * \n * @throws IllegalArgumentException if [n] is
negative.\n * \n * @sample samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.takeLast(n: Int): List<UShort>
{\n require(n >= 0) { \"Requested element count $n is less than zero.\" }\n if (n == 0) return emptyList()\n val
size = size\n if (n >= size) return toList()\n if (n == 1) return listOf(this[size - 1])\n val list =
ArrayList<UShort>(n)\n for (index in size - n until size)\n list.add(this[index])\n return list\n}\n\n/**\n *
Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {\n for (index in lastIndex downTo
0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n *
Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {\n for (index in lastIndex downTo 0)
{\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n *
Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {\n for (index in lastIndex
downTo 0) {\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return
toList()\n}\n\n/**\n * Returns a list containing last elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {\n for (index in lastIndex downTo 0)
{\n if (!predicate(this[index])) {\n return drop(index + 1)\n }\n }\n return toList()\n}\n\n/**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {\n val list = ArrayList<UInt>()\n for (item
in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {\n val list = ArrayList<ULong>()\n for
(item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n *
Returns a list containing first elements satisfying the given [predicate].\n * \n * @sample
samples.collections.Collections.Transformations.take\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.takeWhile(predicate:
(UByte) -> Boolean): List<UByte> {\n val list = ArrayList<UByte>()\n for (item in this) {\n if
(!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/**\n * Returns a list containing first
elements satisfying the given [predicate].\n * \n * @sample samples.collections.Collections.Transformations.take\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {\n val list = ArrayList<UShort>()\n for
(item in this) {\n if (!predicate(item))\n break\n list.add(item)\n }\n return list\n}\n\n/>\n *
Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reverse(): Unit {\n storage.reverse()\n}\n\n/>\n * Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.reverse(): Unit {\n storage.reverse()\n}\n\n/>\n * Reverses elements in the array in-
place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reverse(): Unit {\n storage.reverse()\n}\n\n/>\n * Reverses elements in the array in-place.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reverse(): Unit {\n storage.reverse()\n}\n\n/>\n * Reverses elements of the array in the specified
range in-place.\n
*\n * @param fromIndex the start of the range (inclusive) to reverse.\n
*\n * @param toIndex the end
of the range (exclusive) to reverse.\n
*\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.\n
*\n * @throws IllegalArgumentException if [fromIndex] is greater
than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex,
toIndex)\n}\n\n/>\n * Reverses elements of the array in the specified range in-place.\n
*\n * @param fromIndex
the start of the range (inclusive) to reverse.\n
*\n * @param toIndex the end of the range (exclusive) to reverse.\n
*\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this
array.\n
*\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/>\n *
Reverses elements of the array in the specified range in-place.\n
*\n * @param fromIndex the start of the range
(inclusive) to reverse.\n
*\n * @param toIndex the end of the range (exclusive) to
reverse.\n
*\n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n
*\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reverse(fromIndex: Int, toIndex: Int): Unit {\n storage.reverse(fromIndex, toIndex)\n}\n\n/>\n *
Reverses elements of the array in the specified range in-place.\n
*\n * @param fromIndex the start of the range
(inclusive) to reverse.\n
*\n * @param toIndex the end of the range (exclusive) to
reverse.\n
*\n * @throws
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n
*\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reverse(fromIndex: Int, toIndex: Int): Unit
{\n storage.reverse(fromIndex, toIndex)\n}\n\n/>\n * Returns a list with elements in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.reversed(): List<UInt> {\n if
(isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/>\n * Returns a
list with elements in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
ULongArray.reversed(): List<ULong> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n
list.reverse()\n return list\n}\n\n/>\n * Returns a list with elements in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.reversed(): List<UByte> {\n
if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return list\n}\n\n/>\n * Returns
a list with elements in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun
UShortArray.reversed():
List<UShort> {\n if (isEmpty()) return emptyList()\n val list = toMutableList()\n list.reverse()\n return
list\n}\n\n/>\n * Returns an array with elements of this array in reversed order.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun

```

```

UIntArray.reversedArray(): UIntArray {
 return UIntArray(storage.reversedArray())
}

Returns an array with elements of this array in reversed order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.reversedArray(): ULongArray {
 return ULongArray(storage.reversedArray())
}

Returns an array with elements of this array in reversed order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.reversedArray(): UByteArray {
 return UByteArray(storage.reversedArray())
}

Returns an array with elements
of this array in reversed order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.reversedArray(): UShortArray {
 return UShortArray(storage.reversedArray())
}

Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(): Unit {
 shuffle(Random)
}

Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(): Unit {
 shuffle(Random)
}

Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(): Unit {
 shuffle(Random)
}

Randomly shuffles elements in this array in-place.

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(): Unit {
 shuffle(Random)
}

Randomly shuffles elements
in this array in-place using the specified [random] instance as the source of randomness.

See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UIntArray.shuffle(random: Random): Unit {
 for (i in lastIndex downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.

See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun ULongArray.shuffle(random: Random):
Unit {
 for (i in lastIndex downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

Randomly shuffles elements in
this array in-place using the specified [random] instance as the source of randomness.

See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.shuffle(random: Random):
Unit {
 for (i in lastIndex downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

Randomly shuffles elements in this array in-place using the specified
[random] instance as the source of randomness.

See:
https://en.wikipedia.org/wiki/Fisher%E2%80%93Yates_shuffle#The_modern_algorithm

@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.shuffle(random: Random):
Unit {
 for (i in lastIndex downTo 1) {
 val j = random.nextInt(i + 1)
 val copy = this[i]
 this[i] = this[j]
 this[j] = copy
 }
}

Sorts elements in the array in-place
descending according to their natural sort order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortDescending(): Unit {
 if (size > 1) {
 sort()
 reverse()
 }
}

Sorts elements in the array in-place descending
according to their natural sort order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun
ULongArray.sortDescending(): Unit {
 if (size > 1) {
 sort()
 reverse()
 }
}

Sorts
elements in the array in-place descending according to their natural sort order.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(): Unit {
 if (size > 1) {
 sort()
 reverse()
 }
}

Sorts elements in the array in-place descending

```

according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortDescending(): Unit {\n if (size > 1) {\n sort()\n reverse()\n }\n}\n\n/\*\*\n \* Returns a list of all elements sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sorted(): List<UInt> {\n return copyOf().apply { sort() }.asList()\n}\n\n/\*\*\n \* Returns a list of all elements sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sorted(): List<ULong> {\n return copyOf().apply { sort() }.asList()\n}\n\n/\*\*\n \* Returns a list of all elements sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sorted(): List<UByte> {\n return copyOf().apply { sort() }.asList()\n}\n\n/\*\*\n \* Returns a list of all elements sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sorted(): List<UShort> {\n return copyOf().apply { sort() }.asList()\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArray(): UIntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArray(): ULongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArray(): UByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArray(): UShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sort() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted descending according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedArrayDescending(): UIntArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted descending according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedArrayDescending(): ULongArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted descending according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedArrayDescending(): UByteArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/\*\*\n \* Returns an array with all elements of this array sorted descending according to their natural sort order.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedArrayDescending(): UShortArray {\n if (isEmpty()) return this\n return this.copyOf().apply { sortDescending() }\n}\n\n/\*\*\n \* Returns a list of all elements sorted descending according to their natural sort order.\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortedDescending(): List<UInt> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/\*\*\n \* Returns a list of all elements sorted descending according to their natural sort order.\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortedDescending(): List<ULong> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/\*\*\n \* Returns a list of all elements sorted descending according to their natural sort order.\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*^@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sortedDescending(): List<UByte> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/\*\*\n \* Returns a list of all elements sorted

descending according to their natural sort order.\n \* \n \* The sort is `_stable_`. It means that equal elements preserve their order relative to each other after sorting.\n \*  
`@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sortedDescending(): List<UShort> {\n return copyOf().apply { sort() }.reversed()\n}\n\n/**\n * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.asByteArray(): ByteArray {\n return storage\n}\n\n/**\n * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.asIntArray(): IntArray {\n return storage\n}\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UIntArray.asList(): List<UInt>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun ULongArray.asList(): List<ULong>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UByteArray.asList(): List<UByte>\n\n/**\n * Returns a [List] that wraps the original array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic expect fun UShortArray.asList(): List<UShort>\n\n/**\n * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.asLongArray(): LongArray {\n return storage\n}\n\n/**\n * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.asShortArray(): ShortArray {\n return storage\n}\n\n/**\n * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.asUByteArray(): UByteArray {\n return UByteArray(this)\n}\n\n/**\n * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.asUIntArray(): UIntArray {\n return UIntArray(this)\n}\n\n/**\n * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.asULongArray(): ULongArray {\n return ULongArray(this)\n}\n\n/**\n * Returns an array of type [UShortArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.asUShortArray(): UShortArray {\n return UShortArray(this)\n}\n\n/**\n * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray?.contentEquals(other: UIntArray?): Boolean {\n return this?.storage.contentEquals(other?.storage)\n}\n\n/**\n * Returns `true` if the two specified arrays are structurally equal to one another, i.e. contain the same number of the same elements in the same order.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic`

```

infix fun ULongArray?.contentEquals(other: ULongArray?): Boolean {
 return this?.storage.contentEquals(other?.storage)
}

/** Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public infix fun UByteArray?.contentEquals(other: UByteArray?): Boolean {
 return this?.storage.contentEquals(other?.storage)
}

/** Returns `true` if the two specified arrays are *structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public infix fun UShortArray?.contentEquals(other: UShortArray?): Boolean {
 return this?.storage.contentEquals(other?.storage)
}

/** Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UIntArray?.contentHashCode(): Int {
 return this?.storage.contentHashCode()
}

/** Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun ULongArray?.contentHashCode(): Int {
 return this?.storage.contentHashCode()
}

/** Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UByteArray?.contentHashCode(): Int {
 return this?.storage.contentHashCode()
}

/** Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UShortArray?.contentHashCode(): Int {
 return this?.storage.contentHashCode()
}

/** Returns a string representation of the contents of the specified array as if it is [List].
 */
@sample samples.collections.Arrays.ContentOperations.contentToString
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UIntArray?.contentToString(): String {
 return this?.joinToString(", ", "[", "]") ?: "null"
}

/** Returns a string representation of the contents of the specified array as if it is [List].
 */
@sample samples.collections.Arrays.ContentOperations.contentToString
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun ULongArray?.contentToString(): String {
 return this?.joinToString(", ", "[", "]") ?: "null"
}

/** Returns a string representation of the contents of the specified array as if it is [List].
 */
@sample samples.collections.Arrays.ContentOperations.contentToString
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UByteArray?.contentToString(): String {
 return this?.joinToString(", ", "[", "]") ?: "null"
}

/** Returns a string representation of the contents of the specified array as if it is [List].
 */
@sample samples.collections.Arrays.ContentOperations.contentToString
@SinceKotlin("1.4")@ExperimentalUnsignedTypes
public fun UShortArray?.contentToString(): String {
 return this?.joinToString(", ", "[", "]") ?: "null"
}

/** Copies this array or its subrange into the [destination] array and returns that array.
 */
/** It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 */
/** @param destination the array to copy to.
 */
/** @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 */
/** @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 */
/** @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 */
/** @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 */
/** @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 */
/** @return the [destination] array.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
 storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
 return destination
}

/** Copies this array or its subrange into the [destination] array and returns that array.
 */
/** It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the
 */

```



destination range.\n \* \n \* @param destination the array to copy to.\n \* @param destinationOffset the position in the [destination] array to copy to, 0 by default.\n \* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.\n \* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n \* \n \* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.\n \* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n \* or when that index is out of the [destination] array indices range.\n \* \n \* @return the [destination] array.\n

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
ULongArray {\n storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n return
destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array
and returns that array.\n * \n * It's allowed to pass the same array in the [destination] and even specify the subrange
so that it overlaps with the destination range.\n * \n * @param destination the array to copy to.\n * @param
destinationOffset the position in the [destination] array to copy to, 0 by default.\n * @param startIndex the
beginning (inclusive) of the subrange to copy, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to copy, size of this array by default.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
range.\n * \n * @return the [destination] array.\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex:
Int = size): UByteArray {\n storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n
return destination\n}\n\n/**\n * Copies this array or its subrange into the [destination] array and returns that array.\n
* \n * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with
the destination range.\n * \n * @param destination the array to copy to.\n * @param destinationOffset the position in
the [destination] array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive) of the subrange to
copy, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.\n
* \n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out
of range of this array indices or when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array
starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
range.\n * \n * @return the [destination] array.\n

```

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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int =
size): UShortArray {\n storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)\n return
destination\n}\n\n/**\n * Returns new array which is a copy of the original array.\n * \n * @sample
samples.collections.Arrays.CopyOfOperations.copyOfOf\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.copyOf(): UIntArray {\n return UIntArray(storage.copyOf())\n}\n\n/**\n * Returns new array which is
a copy of the original
array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.copyOf(): ULongArray {\n return ULongArray(storage.copyOf())\n}\n\n/**\n * Returns new array
which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.copyOf(): UByteArray {\n return UByteArray(storage.copyOf())\n}\n\n/**\n * Returns new array

```

```

which is a copy of the original array.\n * \n * @sample samples.collections.Arrays.CopyOfOperations.copyOfOf\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
UShortArray.copyOf(): UShortArray {\n return UShortArray(storage.copyOf())\n}\n\n/**\n * Returns new array\n
which is a copy of the original array, resized to the given [newSize].\n
 * The copy is either truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than\n
the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size\n
of the original array, the extra elements in the copy array are filled with zero values.\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
UIntArray.copyOf(newSize: Int): UIntArray {\n return UIntArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either\n
truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize] is less than the size of the\n
original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater than the size of the original\n
array, the extra elements in the copy array are filled with zero values.\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic\n
inline fun ULongArray.copyOf(newSize: Int): ULongArray {\n return\n
ULongArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array,\n
resized to the given [newSize].\n * The copy is either truncated or padded at the end with zero values if necessary.\n
*\n * \n * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If\n
[newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero\n
values.\n * \n *\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline\n
fun UByteArray.copyOf(newSize: Int): UByteArray {\n return UByteArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns new array which is a copy of the original array, resized to the given [newSize].\n * The copy is either\n
truncated or padded at the end with zero values if necessary.\n * \n * - If [newSize]\n
is less than the size of the original array, the copy array is truncated to the [newSize].\n * - If [newSize] is greater\n
than the size of the original array, the extra elements in the copy array are filled with zero values.\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
UShortArray.copyOf(newSize: Int): UShortArray {\n return UShortArray(storage.copyOf(newSize))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start\n
of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws\n
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
UIntArray.copyOfRange(fromIndex:\n
Int, toIndex: Int): UIntArray {\n return UIntArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the specified range of the original array.\n * \n * @param fromIndex the start\n
of the range (inclusive) to copy.\n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws\n
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * \n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {\n return\n
ULongArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the\n
specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n * \n * @param toIndex the end of the range (exclusive) to copy.\n * \n * @throws\n
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of\n
this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic inline fun\n
UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {\n return\n
UByteArray(storage.copyOfRange(fromIndex, toIndex))\n}\n\n/**\n * Returns a new array which is a copy of the

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specified range of the original array.\n * \n * @param fromIndex the start of the range (inclusive) to copy.\n *
@param toIndex the end of the range (exclusive) to copy.\n * \n * @throws IndexOutOfBoundsException if
[fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws
IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.copyOfOfRange(fromIndex:
Int, toIndex: Int): UShortArray {\n return UShortArray(storage.copyOfOfRange(fromIndex, toIndex))\n}\n\n/**\n *
Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range
(inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill, size of this array by
default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than
the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.fill(element: UInt, fromIndex:
Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toInt(), fromIndex, toIndex)\n}\n\n/**\n * Fills this array
or its subrange with the specified [element] value.\n * \n * @param fromIndex the start of the range (inclusive) to
fill, 0 by default.\n * @param toIndex the end of the range (exclusive)
to fill, size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero
or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater
than [toIndex].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.fill(element:
ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toLong(), fromIndex,
toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex
the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill,
size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.fill(element:
UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toByte(), fromIndex,
toIndex)\n}\n\n/**\n * Fills this array or its subrange with the specified [element] value.\n * \n * @param fromIndex
the start of the range (inclusive) to fill, 0 by default.\n * @param toIndex the end of the range (exclusive) to fill,
size of this array by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex]
is greater than the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than
[toIndex].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.fill(element:
UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {\n storage.fill(element.toShort(), fromIndex,
toIndex)\n}\n\n/**\n * Returns the range of valid indices for\n the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.indices: IntRange\n get()
= storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.indices: IntRange\n get() =
storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.indices: IntRange\n get() =
storage.indices\n\n/**\n * Returns the range of valid indices for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.indices: IntRange\n get() =
storage.indices\n\n/**\n * Returns the last valid index for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UIntArray.lastIndex: Int\n get() =
storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val ULongArray.lastIndex: Int\n get() =
storage.lastIndex\n\n/**\n * Returns the last valid index for the
array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UByteArray.lastIndex: Int\n get() =
storage.lastIndex\n\n/**\n * Returns the last valid index for the array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline val UShortArray.lastIndex: Int\n get() =
storage.lastIndex

```



```

* Sorts the array in-place.\n * \n * @sample samples.collections.Arrays.Sorting.sortArray\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sort(): Unit {\n if (size > 1)\n sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample\n * samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(): Unit {\n if (size > 1)\n sortArray(this, 0, size)\n}\n\n/**\n * Sorts the array in-place.\n * \n * @sample\n * samples.collections.Arrays.Sorting.sortArray\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(): Unit {\n if (size > 1)\n sortArray(this, 0, size)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the\n * range (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array\n * by default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex]\n * is less than zero or [toIndex] is greater than the size of this array.\n * @throws IllegalArgumentException if\n * [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sort(fromIndex: Int = 0, toIndex:\n * Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArray(this, fromIndex,\n * toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range\n * (inclusive) to sort, 0 by default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by\n * default.\n * \n * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than\n * the size of this array.\n * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic\n * fun ULongArray.sort(fromIndex: Int = 0, toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArray(this, fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param fromIndex the start of the range (inclusive) to sort, 0 by\n * default.\n * @param toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws\n * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws\n * IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.sort(fromIndex: Int = 0,\n * toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArray(this,\n * fromIndex, toIndex)\n}\n\n/**\n * Sorts a range in the array in-place.\n * \n * @param\n * fromIndex the start of the range (inclusive) to sort, 0 by default.\n * @param\n * toIndex the end of the range (exclusive) to sort, size of this array by default.\n * \n * @throws\n * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws\n * IllegalArgumentException if\n * [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.sort(fromIndex: Int = 0,\n * toIndex: Int = size): Unit {\n AbstractList.checkRangeIndexes(fromIndex, toIndex, size)\n sortArray(this,\n * fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of the array in the specified range in-place.\n * \n * The elements are\n * sorted descending according to their natural sort order.\n * \n * @param\n * fromIndex the start of the range (inclusive) to sort.\n * @param\n * toIndex the end of the range (exclusive) to sort.\n * \n * @throws\n * IndexOutOfBoundsException\n * if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n * @throws\n * IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.sortDescending(fromIndex: Int,\n * toIndex: Int): Unit {\n sort(fromIndex, toIndex)\n reverse(fromIndex, toIndex)\n}\n\n/**\n * Sorts elements of\n * the array in the specified range in-place.\n * \n * The elements are sorted descending according to their natural sort\n * order.\n * \n * @param\n * fromIndex the start of the range (inclusive) to sort.\n * @param\n * toIndex the end of the range\n * (exclusive) to sort.\n * \n * @throws\n * IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is\n * greater than the size of this array.\n * @throws\n * IllegalArgumentException if [fromIndex] is greater than [toIndex].\n */\n@sample\n * samples.collections.Arrays.Sorting.sortRangeOfArray\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.sortDescending(fromIndex:

```

```

Int, toIndex: Int): Unit {
 sort(fromIndex,
 toIndex)
 reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UByteArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
 sort(fromIndex, toIndex)
 reverse(fromIndex, toIndex)
}

/**
 * Sorts elements of the array in the specified range in-place.
 * The elements are sorted descending according to their natural sort order.
 * @param fromIndex the start of the range (inclusive) to sort.
 * @param toIndex the end of the range (exclusive) to sort.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.4")
@ExperimentalUnsignedTypes
public fun UShortArray.sortDescending(fromIndex: Int, toIndex: Int): Unit {
 sort(fromIndex, toIndex)
 reverse(fromIndex, toIndex)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.toByteArray(): ByteArray {
 return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.toIntArray(): IntArray {
 return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.toLongArray(): LongArray {
 return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.toShortArray(): ShortArray {
 return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.toTypedArray(): Array<UInt> {
 return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.toTypedArray(): Array<ULong> {
 return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.toTypedArray(): Array<UByte> {
 return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.toTypedArray(): Array<UShort> {
 return Array(size) { index -> this[index] }
}

/**
 * Returns an array of UByte containing all of the elements of this generic array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
 return UByteArray(size) { index -> this[index] }
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.toUByteArray(): UByteArray {
 return UByteArray(this.copyOf())
}

/**
 * Returns an array of

```

```

UInt containing all of the elements of this generic array.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out UInt>.toUIntArray(): UIntArray
{\n return UIntArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type [UIntArray], which is a
copy of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this
array.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun IntArray.toUIntArray(): UIntArray {\n return UIntArray(this.copyOf())\n}\n\n/**\n * Returns an array
of ULong containing all of the elements of this generic array.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out ULong>.toULongArray():
ULongArray {\n return ULongArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type
[ULongArray], which is a copy of this array where each element is an unsigned reinterpretation\n * of the
corresponding element of this array.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
LongArray.toULongArray(): ULongArray {\n return ULongArray(this.copyOf())\n}\n\n/**\n * Returns an array
of UShort containing all of the elements of this generic array.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Array<out UShort>.toUShortArray():
UShortArray {\n return UShortArray(size) { index -> this[index] }\n}\n\n/**\n * Returns an array of type
[UShortArray], which is a copy of this array where each element is an unsigned
reinterpretation\n * of the corresponding element of this array.\n */\n*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ShortArray.toUShortArray(): UShortArray {\n return UShortArray(this.copyOf())\n}\n\n/**\n * Returns a [Map]
where keys are elements from the given array and values are\n * produced by the [valueSelector] function applied to
each element.\n * \n * If any two elements are equal, the last one gets added to the map.\n * \n * The returned map
preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Collections.Transformations.associateWith\n */\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
UIntArray.associateWith(valueSelector: (UInt) -> V): Map<UInt, V> {\n val result = LinkedHashMap<UInt,
V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the
given array and values are\n * produced by the [valueSelector] function applied to each element.\n * \n * If any two
elements are equal, the last one gets added to the map.\n * \n * The returned map preserves the entry iteration
order of the original array.\n * \n * @sample
samples.collections.Collections.Transformations.associateWith\n */\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
ULongArray.associateWith(valueSelector: (ULong) -> V): Map<ULong, V> {\n val result =
LinkedHashMap<ULong, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n *
produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last
one gets added to
the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n * @sample
samples.collections.Collections.Transformations.associateWith\n */\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
UByteArray.associateWith(valueSelector: (UByte) -> V): Map<UByte, V> {\n val result =
LinkedHashMap<UByte, V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result,
valueSelector)\n}\n\n/**\n * Returns a [Map] where keys are elements from the given array and values are\n *
produced by the [valueSelector] function applied to each element.\n * \n * If any two elements are equal, the last
one gets added to the map.\n * \n * The returned map preserves the entry iteration order of the original array.\n * \n *
@sample
samples.collections.Collections.Transformations.associateWith\n */\n*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>
UShortArray.associateWith(valueSelector:

```

```

(UShort) -> V): Map<UShort, V> {\n val result = LinkedHashMap<UShort,
V>(mapCapacity(size).coerceAtLeast(16))\n return associateWithTo(result, valueSelector)\n}\n\n/**\n *
Populates and returns the [destination] mutable map with key-value pairs for each element of the given array,\n *
where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n * \n * If
any two elements are equal, the last one overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M :
MutableMap<in UInt, in V>> UIntArray.associateWithTo(destination: M, valueSelector: (UInt) -> V): M {\n for
(element in this) {\n destination.put(element, valueSelector(element))\n }\n return destination\n}\n\n/**\n *
Populates and returns the [destination] mutable
map with key-value pairs for each element of the given array,\n * where key is the element itself and value is
provided by the [valueSelector] function applied to that key.\n * \n * If any two elements are equal, the last one
overwrites the former value in the map.\n * \n * @sample
samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M :
MutableMap<in ULong, in V>> ULongArray.associateWithTo(destination: M, valueSelector: (ULong) -> V): M
{\n for (element in this) {\n destination.put(element, valueSelector(element))\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element
of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied
to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in
the map.\n * \n * @sample samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M :
MutableMap<in UByte, in V>> UByteArray.associateWithTo(destination: M, valueSelector: (UByte) -> V): M {\n for
(element in this) {\n destination.put(element, valueSelector(element))\n }\n return
destination\n}\n\n/**\n * Populates and returns the [destination] mutable map with key-value pairs for each element
of the given array,\n * where key is the element itself and value is provided by the [valueSelector] function applied
to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the map.\n * \n *
@sample samples.collections.Collections.Transformations.associateWithTo\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V, M :
MutableMap<in UShort, in V>> UShortArray.associateWithTo(destination:
M, valueSelector: (UShort) -> V): M {\n for (element in this) {\n destination.put(element,
valueSelector(element))\n }\n return destination\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.flatMap(transform: (UInt) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.flatMap(transform: (ULong) -> Iterable<R>): List<R>
{\n return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from
results of [transform] function being invoked on each element of original array.\n * \n * @sample
samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(),
transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being
invoked on each element of original array.\n * \n * @sample

```



```

samples.collections.Collections.Transformations.flatMap\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UShortArray.flatMap(transform: (UShort) -> Iterable<R>): List<R> {\n return flatMapTo(ArrayList<R>(),

transform)\n}\n\n/**\n * Returns a single list of all elements yielded from

 results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *

@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UIntArray.flatMapIndexed(transform: (index: Int, UInt) -> Iterable<R>): List<R> {\n return

flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from

 results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *

@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

ULongArray.flatMapIndexed(transform:

(index: Int, ULong) -> Iterable<R>): List<R> {\n return flatMapIndexedTo(ArrayList<R>(),

transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being

 invoked on each element\n * and its index in the original array.\n * \n * @sample

samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>

UByteArray.flatMapIndexed(transform: (index: Int, UByte) -> Iterable<R>): List<R> {\n return

flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from

 results of [transform] function being invoked on each element\n * and its index in the original array.\n * \n *

@sample samples.collections.Collections.Transformations.flatMapIndexed\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic

inline fun <R> UShortArray.flatMapIndexed(transform: (index: Int, UShort) -> Iterable<R>): List<R> {\n return

flatMapIndexedTo(ArrayList<R>(), transform)\n}\n\n/**\n * Appends all elements yielded from results of

 [transform] function being invoked on each element\n * and its index in the original array, to the given

 [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :

MutableCollection<in R>> UIntArray.flatMapIndexedTo(destination: C, transform: (index: Int, UInt) ->

Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n

 destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of [transform] function being invoked on each element\n * and its

 index in the original array, to the given [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C :

MutableCollection<in R>> ULongArray.flatMapIndexedTo(destination: C, transform: (index: Int, ULong) ->

Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n

 destination.addAll(list)\n }\n return destination\n}\n\n/**\n * Appends all elements yielded from results of

 [transform] function being invoked on each element\n * and its index in the original array, to the given

 [destination].\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic

```

```
inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapIndexedTo(destination: C, transform: (index: Int, UByte) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n return destination\n}\n\n * Appends all elements yielded from results of [transform] function being invoked on each element and its index in the original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapIndexedTo(destination: C, transform: (index: Int, UShort) -> Iterable<R>): C {\n var index = 0\n for (element in this) {\n val list = transform(index++, element)\n destination.addAll(list)\n }\n
```

```
 return destination\n}\n\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n
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```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.flatMapTo(destination: C, transform: (ULong) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n * Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {\n for (element in this) {\n val list = transform(element)\n destination.addAll(list)\n }\n return destination\n}\n\n * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {\n return groupByTo(LinkedHashMap<K, MutableList<UInt>>(), keySelector)\n}\n\n * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K> ULongArray.groupBy(keySelector: (ULong) -> K): Map<K, List<ULong>> {\n return groupByTo(LinkedHashMap<K, MutableList<ULong>>(), keySelector)\n}\n\n * Groups elements of the original array by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the original array.\n * @sample samples.collections.Collections.Transformations.groupBy\n
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
```

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ByteArray.groupBy(keySelector: (UByte) -> K): Map<K, List<UByte>> {\n return
groupByTo(LinkedHashMap<K, MutableList<UByte>>(),
 keySelector)\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * \n * The returned map preserves the entry iteration order of the keys produced from the
original array.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K>
UShortArray.groupBy(keySelector: (UShort) -> K): Map<K, List<UShort>> {\n return
groupByTo(LinkedHashMap<K, MutableList<UShort>>(), keySelector)\n}\n\n/**\n * Groups values returned by
the [valueTransform] function applied to each element of the original array\n * by the key returned by the given
[keySelector] function applied to the element\n * and returns a map where each group key is associated with a list of
corresponding values.\n * \n * The returned map
preserves the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
UIntArray.groupBy(keySelector: (UInt) -> K, valueTransform: (UInt) -> V): Map<K, List<V>> {\n return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups values
returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by
the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
with a list of corresponding values.\n * \n * The returned map preserves the entry iteration
order of the keys
produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K,
List<V>> {\n return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector,
valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of
the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns
a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves
the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {\n return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector,
valueTransform)\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of
the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns
a map where each group key is associated with a list of corresponding values.\n * \n * The returned map preserves
the entry iteration order of the keys produced from the original array.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V>
UShortArray.groupBy(keySelector: (UShort) -> K, valueTransform: (UShort) -> V): Map<K, List<V>> {\n return
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n}\n\n/**\n * Groups elements
of the original array by the key returned by the given [keySelector] function\n * applied to each element and puts to
the [destination] map each group key associated with
a list of corresponding elements.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupBy\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M :
MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {\n
for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) {

```

```

ArrayList<UInt>() } \n list.add(element)\n } \n return destination\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M,
keySelector: (ULong) -> K): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<ULong>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the original array by the key returned by the given [keySelector] function\n * applied to each
element and puts to the [destination] map each group key associated with a list of corresponding elements.\n * \n *
@return The [destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M :
MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K):
M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key)
{ ArrayList<UByte>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups elements of the
original array by the key returned by the given [keySelector] function\n * applied to each element and puts to the
[destination] map each group key associated with a list of corresponding elements.\n * \n * @return The
[destination] map.\n * \n * @sample samples.collections.Collections.Transformations.groupBy\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, M :
MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K):
M {\n for (element in this) {\n val key = keySelector(element)\n val list = destination.getOrPut(key) {
ArrayList<UShort>() }\n list.add(element)\n }\n return destination\n}\n\n/**\n * Groups values returned by
the [valueTransform] function applied to each element of the original array\n * by the key returned by the
given [keySelector] function applied to the element\n * and puts to the [destination] map each group key associated
with a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K,
valueTransform: (UInt) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list =
destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with
a list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K,
valueTransform: (ULong) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list
= destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K,
valueTransform: (UByte) -> V): M {\n for (element in this) {\n val key = keySelector(element)\n val list
= destination.getOrPut(key) { ArrayList<V>() }\n list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the

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original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeyAndValues\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <K, V, M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M,
keySelector: (UShort) -> K, valueTransform: (UShort) -> V): M {\n for (element in this) {\n val key =
keySelector(element)\n val list = destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return destination\n}\n\n/**\n * Returns a list containing the results of
applying the given [transform] function\n * to each element in the original array.\n * \n * @sample
samples.collections.Collections.Transformations.map\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.map(transform: (UInt) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.map(transform: (UInt) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.map(transform: (UByte) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.map(transform: (UShort) -> R): List<R> {\n return
mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the given
[transform] function\n * to each element and its index in the original array.\n * @param [transform] function that
takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {\n return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun <R> UIntArray.mapIndexed(transform: (index: Int, UInt) -> R): List<R> {\n return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun <R> UByteArray.mapIndexed(transform: (index: Int, UByte) -> R): List<R> {\n return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Returns a list containing the results of applying the
given [transform] function\n * to each element and its index in the original array.\n * @param [transform] function
that takes the index of an element and the element itself\n * and returns the result of the transform applied to the
element.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun <R> UShortArray.mapIndexed(transform: (index: Int, UShort) -> R): List<R> {\n return
mapIndexedTo(ArrayList<R>(size), transform)\n}\n\n/**\n * Applies the given [transform] function to each
element and its index in the original array\n * and appends the results to the given [destination].\n * @param
[transform] function that takes the index of an element and the element itself\n * and returns the result of the

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transform applied to the element.\n

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapIndexedTo(destination: C, transform: (index: Int, UInt) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapIndexedTo(destination: C, transform: (index: Int, ULong) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapIndexedTo(destination: C, transform: (index: Int, UByte) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element and its index in the original array\n * and appends the results to the given [destination].\n * @param [transform] function that takes the index of an element and the element itself\n * and returns the result of the transform applied to the element.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {\n var index = 0\n for (item in this)\n destination.add(transform(index++, item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Applies the given [transform] function to each element of the original array\n * and appends the results to the given [destination].\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {\n for (item in this)\n destination.add(transform(item))\n return destination\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {\n return IndexingIterable { iterator() }\n}\n\n/**\n * Returns a lazy [Iterable]
```

that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UByteArray.withIndex():
Iterable<IndexedValue<UByte>> {\n return IndexingIterable { iterator() }\n}
```

Returns a lazy [Iterable] that wraps each element of the original array into an [IndexedValue] containing the index of that element and the element itself.

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic fun UShortArray.withIndex():
Iterable<IndexedValue<UShort>> {\n return IndexingIterable { iterator() }\n}
```

Returns true if all elements

match the given [predicate]. Note that if the array contains no elements, the function returns true because there are no elements in it that do not match the predicate. See a more detailed explanation of this logic concept in ["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous\_truth) article.

@sample samples.collections.Collections.Aggregates.all

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.all(predicate: (UInt) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return
false\n return true\n}
```

Returns true if all elements match the given [predicate]. Note that if the array contains no elements, the function returns true because there are no elements in it that do not match the predicate. See a more detailed explanation of this logic concept in ["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous\_truth) article.

@sample samples.collections.Collections.Aggregates.all

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.all(predicate: (ULong) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return
false\n return true\n}
```

Returns true if all elements match the given [predicate]. Note that if the array contains no elements, the function returns true because there are no elements in it that do not match the predicate. See a more detailed explanation of this logic concept in ["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous\_truth) article.

@sample samples.collections.Collections.Aggregates.all

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.all(predicate: (UByte) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return
false\n return true\n}
```

Returns true if all elements match the given [predicate]. Note that if the array contains no elements, the function returns true because there are no elements in it that do not match the predicate. See a more detailed explanation of this logic concept in ["Vacuous truth"](https://en.wikipedia.org/wiki/Vacuous\_truth) article.

@sample samples.collections.Collections.Aggregates.all

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.all(predicate: (UShort) -> Boolean): Boolean {\n for (element in this) if (!predicate(element)) return
false\n return true\n}
```

Returns true if array has at least one element.

@sample samples.collections.Collections.Aggregates.any

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.any(): Boolean {\n return storage.any()\n}
```

Returns true if array has at least one element.

@sample samples.collections.Collections.Aggregates.any

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.any(): Boolean {\n return storage.any()\n}
```

Returns true if array has at least one element.

@sample samples.collections.Collections.Aggregates.any

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.any(): Boolean {\n return storage.any()\n}
```

Returns true if array has at least one element.

@sample samples.collections.Collections.Aggregates.any

```
@SinceKotlin("1.3")@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.any(): Boolean {\n return storage.any()\n}
```

Returns true if at least one element matches the given [predicate].

@sample samples.collections.Collections.Aggregates.anyWithPredicate

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n *
@sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.any(predicate: (ULong) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n *
@sample samples.collections.Collections.Aggregates.anyWithPredicate\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.any(predicate: (UByte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
true\n return false\n}\n\n/**\n * Returns `true` if at least one element matches the given [predicate].\n * \n * @sample
samples.collections.Collections.Aggregates.anyWithPredicate\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.any(predicate: (UShort) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
true\n return false\n}\n\n/**\n * Returns the number of elements matching the given [predicate].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.count(predicate: (UInt) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given
[predicate].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {\n var count = 0\n for (element
in this) if (predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the
given [predicate].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.count(predicate: (UByte) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n/**\n * Returns the number of elements matching the given
[predicate].\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {\n var count = 0\n for (element in this) if
(predicate(element)) ++count\n return count\n}\n\n/**\n * Accumulates value starting with [initial] value and
applying [operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that
takes current accumulator value and an element, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {\n var accumulator = initial\n for (element in this)
accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting
with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element.\n *
\n * Returns the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes
current accumulator value and an element, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {\n var accumulator = initial\n for (element in
this) accumulator = operation(accumulator,
element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying
[operation] from left to right\n * to current accumulator value and each element.\n * \n * Returns the specified
[initial] value if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and
an element, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {\n var accumulator = initial\n for (element in
this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value

```



starting with [initial] value and applying [operation] from left to right  
element.  
Returns the specified [initial] value if the array is empty.  
@param [operation] function that takes current

accumulator value and an element, and calculates the next accumulator value.

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.fold(initial: R, operation: (acc: R, UShort) -> R): R {\n var accumulator = initial\n for (element in this) accumulator = operation(accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R):
R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from left to right\n * to current accumulator value and each element with its index in the original array.\n * Returns the specified [initial] value if the array is empty.\n */
```

```
@param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): R {\n var index = 0\n var accumulator = initial\n for (element in this) accumulator = operation(index++, accumulator, element)\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation] function that takes an element and current accumulator value, and calculates the next accumulator value.\n */
```

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.foldRight(initial:
R, operation: (UInt, acc: R) -> R): R {\n var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right to left\n * to each element and current accumulator value.\n * Returns the specified [initial] value if the array is empty.\n * @param [operation]
```

function that takes an element and current accumulator value, and calculates the next accumulator value.

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {\n var index = lastIndex\n var
accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value
and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes an element and current
accumulator value, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {\n var index = lastIndex\n var
accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right
to left\n * to each element and current accumulator value.\n * \n * Returns the specified [initial] value if the array is
empty.\n * \n * @param [operation] function that takes an element and current accumulator value, and calculates the
next accumulator
value.\n *\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline
fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {\n var index = lastIndex\n var
accumulator = initial\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from right
to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns the
specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an
element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {\n
 var index = lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index,
get(index), accumulator)\n --index\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]
value and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n * \n * @param
[operation] function that takes the index of an element, the element itself\n * and current accumulator value, and
calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {\n var index =
lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial] value and applying [operation] from
right to left\n * to each element with its index in the original array and current accumulator value.\n * \n * Returns
the specified [initial] value if the array is empty.\n * \n * @param [operation] function that takes the index of an
element, the element itself\n * and current accumulator value, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {\n var index =
lastIndex\n var accumulator = initial\n while (index >= 0) {\n accumulator = operation(index, get(index),
accumulator)\n --index\n }\n
return accumulator\n}\n\n/**\n * Accumulates value starting with [initial]
value and applying [operation] from right to left\n * to each element with its index in the
original array and current accumulator value.\n * \n * Returns the specified [initial] value if the array is empty.\n *
\n * @param [operation] function that takes the index of an element, the element itself\n * and current accumulator
value, and calculates the next accumulator value.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {\n var index =

```



```

* Returns the largest element.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UShortArray.max(): UShort {\n if (isEmpty()) throw NoSuchElementException()\n var max = this[0]\n for (i
in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the first
element yielding the largest value of the given function.\n * \n * @throws NoSuchElementException if the array is
empty.\n * \n * @sample samples.collections.Collections.Aggregates.maxBy\n
*\n@\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt {\n if (isEmpty())
throw NoSuchElementException()\n var maxElem = this[0]\n
 val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxElem = selector(maxElem)\n
 for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxElem < v) {\n
 maxElem =
e\n maxElem = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the
largest value of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n *
@sample samples.collections.Collections.Aggregates.maxBy\n
*\n@\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong {\n if
(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxElem = selector(maxElem)\n for (i in
1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxElem < v) {\n
maxElem = e\n maxElem = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value
of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*\n@\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte {\n if
(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxElem = selector(maxElem)\n for (i in 1..lastIndex) {\n
val e =
this[i]\n val v = selector(e)\n if (maxElem < v) {\n maxElem = e\n
 maxElem = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value
of the given function.\n * \n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.maxBy\n
*\n@\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort {\n if
(isEmpty()) throw NoSuchElementException()\n var maxElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return maxElem\n var maxElem = selector(maxElem)\n for (i in 1..lastIndex) {\n
val e =
this[i]\n val v = selector(e)\n if (maxElem < v) {\n maxElem = e\n
 maxElem = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first element yielding the largest value of the given
function or `null` if there are no elements.\n * \n * @sample
samples.collections.Collections.Aggregates.maxByOrNull\n
*\n@\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.maxByOrNull(selector: (UInt) -> R): UInt? {\n if (isEmpty()) return null\n var
maxElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return maxElem\n var maxElem =
selector(maxElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (maxElem < v)
{\n maxElem = e\n maxElem = v\n }\n }\n return maxElem\n}\n\n/**\n * Returns the first

```

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element yielding the largest value of the given function or `null` if there are no elements.
samples.collections.Collections.Aggregates.maxByOrNull

* Since Kotlin("1.4") ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun <R :
Comparable<R>> ULongArray.maxByOrNull(selector:
 (ULong) -> R): ULong? {
 if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxV = selector(maxElem)
 for (i in 1..lastIndex) {
 val e = this[i]
 val v = selector(e)
 if (maxV < v) {
 maxElem = e
 maxV = v
 }
 }
 return maxElem
}

* Returns the first element yielding the largest value of the given function or `null` if there are no elements.
samples.collections.Collections.Aggregates.maxByOrNull

* Since Kotlin("1.4") ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun <R :
Comparable<R>> UByteArray.maxByOrNull(selector: (UByte) -> R): UByte? {
 if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxV = selector(maxElem)
 for (i in 1..lastIndex) {
 val e = this[i]
 val v = selector(e)
 if (maxV < v) {
 maxElem = e
 maxV = v
 }
 }
 return maxElem
}

* Returns the first element yielding the largest value of the given function or `null` if there are no elements.
samples.collections.Collections.Aggregates.maxByOrNull

* Since Kotlin("1.4") ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun <R :
Comparable<R>> UShortArray.maxByOrNull(selector: (UShort) -> R): UShort? {
 if (isEmpty()) return null
 var maxElem = this[0]
 val lastIndex = this.lastIndex
 if (lastIndex == 0) return maxElem
 var maxV = selector(maxElem)
 for (i in 1..lastIndex) {
 val e = this[i]
 val v = selector(e)
 if (maxV < v) {
 maxElem = e
 maxV = v
 }
 }
 return maxElem
}

* Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws NoSuchElementException if the array is empty.
* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun
UIntArray.maxOf(selector: (UInt) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxV = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxV = maxOf(maxV, v)
 }
 return maxV
}

* Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws NoSuchElementException if the array is empty.
* Since Kotlin("1.4") OptIn(kotlin.experimental.ExperimentalTypeInference::class) @OverloadResolution
ByLambdaReturnType ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun
ULongArray.maxOf(selector: (ULong) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxV = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxV = maxOf(maxV, v)
 }
 return maxV
}

* Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
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ByLambdaReturnType ExperimentalUnsignedTypes @kotlin.internal.InlineOnly public inline fun
UByteArray.maxOf(selector: (UByte) -> Double): Double {
 if (isEmpty()) throw NoSuchElementException()
 var maxV = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxV = maxOf(maxV, v)
 }
 return maxV
}

* Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
* @throws NoSuchElementException if the array is empty.

```

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOf(selector: (UShort) -> Double): Double {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n maxValue = maxOf(maxValue,
v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector]
function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`,
the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOf(selector: (UInt) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function
is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.maxOf(selector: (ULong) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n
var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue =
maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the largest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.maxOf(selector: (UByte) -> Float): Float {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n/**\n * Returns the
largest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If
any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws
NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.maxOf(selector: (UShort) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n
var maxValue = selector(this[0])\n
 for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n
 return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.maxOf(selector: (UInt) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return
maxValue\n}\n\n/**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the
array.\n * \n * @throws NoSuchElementException
if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :

```

```

Comparable<R>> ULongArray.maxOf(selector: (ULong) -> R): R {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 if (maxValue < v) {
 maxValue = v
 }
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxOf(selector: (UByte) -> R): R {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 if (maxValue < v) {
 maxValue = v
 }
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array.
* @throws NoSuchElementException if the array is empty.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxOf(selector: (UShort) -> R): R {
 if (isEmpty()) throw NoSuchElementException()
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 if (maxValue < v) {
 maxValue = v
 }
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.maxOfOrNull(selector: (UInt) -> Double): Double? {
 if (isEmpty()) return null
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.maxOfOrNull(selector: (ULong) -> Double): Double? {
 if (isEmpty()) return null
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.maxOfOrNull(selector: (UByte) -> Double): Double? {
 if (isEmpty()) return null
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}
Returns the largest value among all values produced by [selector] function
* applied to each element in the array or `null` if there are no elements.
* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.
*/
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.maxOfOrNull(selector: (UShort) -> Double): Double? {
 if (isEmpty()) return null
 var maxValue = selector(this[0])
 for (i in 1..lastIndex) {
 val v = selector(this[i])
 maxValue = maxOf(maxValue, v)
 }
 return maxValue
}
Returns the largest value among all values produced by [selector]

```

function\n \* applied to each element in the array or `null` if there are no elements.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.maxOrNull(selector: (UInt) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n
}\n return maxValue\n}\n\n**\n * Returns the largest value among all values produced by [selector] function\n *
applied to each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n

```

\*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.maxOrNull(selector: (ULong) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n\*\*\n \* Returns the largest value among all values produced by [selector] function\n \* applied to each element in the array or `null` if there are no elements.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.maxOrNull(selector: (UByte) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue =
selector(this[0])\n for
(i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return
maxValue\n}\n\n**\n * Returns the largest value among all values produced by [selector] function\n * applied to
each element in the array or `null` if there are no elements.\n * \n * If any of values produced by [selector] function
is `NaN`, the returned result is `NaN`.\n

```

\*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.maxOrNull(selector: (UShort) -> Float): Float? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n maxValue = maxOf(maxValue, v)\n }\n return maxValue\n}\n\n\*\*\n \* Returns the largest value among all values produced by [selector] function\n \* applied to each element in the array or `null` if there are no elements.\n

```

*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UIntArray.maxOrNull(selector: (UInt) -> R): R? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
maxValue = v\n }\n }\n return maxValue\n}\n\n**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in the array or `null` if there are no elements.\n

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\*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> ULongArray.maxOrNull(selector: (ULong) -> R): R? {\n if (isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n maxValue = v\n }\n }\n return maxValue\n}\n\n\*\*\n \* Returns the largest value among all values produced by [selector] function\n \* applied to each element in the array or `null` if there are no elements.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.maxOrNull(selector: (UByte) -> R): R? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n

```



```

 maxValue = v\n }\n }\n return maxValue\n}\n}\n/**\n * Returns the largest value among all values
produced by [selector] function\n * applied to each element in
the array or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UShortArray.maxOfOrNull(selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (maxValue < v) {\n
 maxValue = v\n }\n }\n return maxValue\n}\n}\n/**\n * Returns the largest value according to the
provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n *
\n * @throws NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.maxOfWith(comparator:
Comparator<in R>, selector: (UInt) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var
maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n}\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.maxOfWith(comparator: Comparator<in R>, selector: (ULong) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n
 val v = selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return maxValue\n}\n}\n/**\n * Returns the largest value according to the provided [comparator]\n * among all
values produced by [selector] function applied to each element in the array.\n * \n * @throws
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.maxOfWith(comparator: Comparator<in R>, selector: (UByte) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return
maxValue\n}\n}\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.maxOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return
maxValue\n}\n}\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n
*/\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun <R> UIntArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UInt) -> R): R? {\n if
(isEmpty()) return null\n var maxValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(maxValue, v) < 0) {\n maxValue = v\n }\n }\n return
maxValue\n}\n}\n/**\n * Returns the largest value according to the provided [comparator]\n * among all values
produced by [selector] function applied to each element in the array or `null` if there are no elements.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (ULong) -> R): R? {\n if (isEmpty())
return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return max\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n if (isEmpty())
return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return max\n}\n\n/**\n *
Returns the largest value according to the provided [comparator]\n * among all values produced by [selector]
function applied to each element in the array or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.maxOfWithOrNull(comparator: Comparator<in R>, selector: (UShort) -> R): R? {\n if (isEmpty())
return null\n var max = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if
(comparator.compare(max, v) < 0) {\n max = v\n }\n }\n return max\n}\n\n/**\n *
Returns the largest element or `null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.maxOrNull(): UInt? {\n if
(isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e)
max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or
`null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
ULongArray.maxOrNull(): ULong? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex)
{\n val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or
`null` if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
UByteArray.maxOrNull(): UByte? {\n if (isEmpty()) return null\n var max = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (max < e) max = e\n }\n return max\n}\n\n/**\n * Returns the largest element or `null`
if there are no elements.\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
UShortArray.maxOrNull(): UShort? {\n if (isEmpty()) return null\n var max
= this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (max < e) max = e\n }\n return
max\n}\n\n/**\n * Returns the first element having the largest value according to the provided [comparator].\n *
@throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun
UIntArray.maxWith(comparator: Comparator<in UInt>): UInt {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic
fun ULongArray.maxWith(comparator: Comparator<in ULong>): ULong {\n if (isEmpty()) throw
NoSuchElementException()\n var max = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if
(comparator.compare(max, e) < 0) max = e\n }\n return max\n}\n\n/**\n * Returns the first element having the
largest value according to the provided [comparator].\n * @throws NoSuchElementException if the array is
empty.\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("maxWithOrThrow-
U")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun

```



```

samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt {\n if (isEmpty())
throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex ==
0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val
v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n**\n * Returns the first element yielding the smallest value of the given function.\n *
\n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong {\n if
(isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n**\n * Returns the first element yielding the smallest value of the given function.\n *
\n * @throws
NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte {\n if
(isEmpty()) throw NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if
(lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e =
this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n**\n * Returns the first element yielding the smallest value of the given function.\n *
\n * @throws NoSuchElementException if the array is empty.\n * \n * @sample
samples.collections.Collections.Aggregates.minBy\n
*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minByOrThrow-
U")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@Suppress("CONFLICTING_OVERLOADS
")\npublic inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort {\n if (isEmpty()) throw
NoSuchElementException()\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0)
return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v =
selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n }\n return
minElem\n}\n\n**\n * Returns the first element yielding the smallest value of the given function or `null` if there
are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UIntArray.minByOrNull(selector: (UInt) -> R):
UInt? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex
== 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n
val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n }\n return
minElem\n}\n\n**\n * Returns the first element yielding the smallest value of the given function or `null` if there
are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> ULongArray.minByOrNull(selector: (ULong) -> R): ULong? {\n if (isEmpty()) return null\n
var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue =

```

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selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UByteArray.minByOrNull(selector: (UByte) -> R): UByte? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.\n * \n * @sample samples.collections.Collections.Aggregates.minByOrNull\n */\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R : Comparable<R>> UShortArray.minByOrNull(selector: (UShort) -> R): UShort? {\n if (isEmpty()) return null\n var minElem = this[0]\n val lastIndex = this.lastIndex\n if (lastIndex == 0) return minElem\n var minValue = selector(minElem)\n for (i in 1..lastIndex) {\n val e = this[i]\n val v = selector(e)\n if (minValue > v) {\n minElem = e\n minValue = v\n }\n }\n return minElem\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.minOf(selector: (UInt) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.minOf(selector: (ULong) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.minOf(selector: (UByte) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n */\n\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.minOf(selector: (UShort) -> Double): Double {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue = minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced

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by [selector] function\n \* applied to each element in the array.\n \* \n \* If any of values produced by [selector] function is `NaN`, the returned result is `NaN`.\n \* \n \* @throws NoSuchElementException if the array is empty.\n

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*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.minOf(selector: (UInt) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n var
minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue =
minOf(minValue, v)\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced
by [selector] function\n * applied to each element in the array.\n * \n * If any of values produced by [selector]
function is `NaN`, the returned result is `NaN`.\n * \n * @throws NoSuchElementException if the array is empty.\n
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.minOf(selector: (ULong) -> Float): Float {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
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UShortArray.minOf(selector: (UShort) -> Float): Float {\n if (isEmpty()) throw NoSuchElementException()\n
var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n minValue =
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Comparable<R>> UIntArray.minOf(selector: (UInt) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (minValue > v) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value among all values produced by [selector] function\n * applied to each element in the
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Comparable<R>> ULongArray.minOf(selector:
(ULong) -> R): R {\n if (isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n
for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n minValue = v\n
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function\n * applied to each element in the array.\n * \n * @throws NoSuchElementException if the array is empty.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution

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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R :
Comparable<R>> UByteArray.minOf(selector: (UByte) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
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Comparable<R>> UShortArray.minOf(selector: (UShort) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
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inline fun UIntArray.minOfOrNull(selector: (UInt) -> Double): Double? {\n if (isEmpty()) return null\n var
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```

```
UShortArray.minOfOrNull(selector: (UShort) -> R): R? {\n if (isEmpty()) return null\n var minValue =\n selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (minValue > v) {\n
```



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minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns the smallest value according to the provided
[comparator]\n * among all values produced by [selector] function applied to each element in the array.\n * \n *
@throws NoSuchElementException if the array is empty.\n
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ByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.minOfWith(comparator: Comparator<in R>, selector: (UInt) -> R): R {\n if (isEmpty()) throw
NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v =
selector(this[i])\n if (comparator.compare(minValue,
v) > 0) {\n minValue = v\n }\n }\n return
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inline fun <R> UShortArray.minOfWith(comparator: Comparator<in R>, selector: (UShort) -> R): R {\n if
(isEmpty()) throw NoSuchElementException()\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n
val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return
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(comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n/**\n * Returns

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the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.

```
\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolutionByLambdaReturnType\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nUByteArray.minOfWithOrNull(comparator: Comparator<in R>, selector: (UByte) -> R): R? {\n if (isEmpty())\n return null\n var minValue = selector(this[0])\n for (i in 1..lastIndex) {\n val v = selector(this[i])\n if (comparator.compare(minValue, v) > 0) {\n minValue = v\n }\n }\n return minValue\n}\n\n Returns the smallest value according to the provided [comparator] among all values produced by [selector] function applied to each element in the array or `null` if there are no elements.
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```

```
\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minOrNull(): UInt? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min =\n e\n }\n return min\n}\n\n Returns the smallest element or `null` if there are no elements.
```

```
\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minOrNull():\n ULong? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n Returns the smallest element or `null` if there are no elements.
```

```
\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minOrNull():\n UByte? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n Returns the smallest element or `null` if there are no elements.
```

```
\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minOrNull():\n UShort? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (min > e) min = e\n }\n return min\n}\n\n Returns the first element having the smallest value according to the provided [comparator].\n\n* @throws NoSuchElementException
```

```
if the array is empty.\n*\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow-\nU")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun\nUIntArray.minWith(comparator: Comparator<in UInt>): UInt {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n* Returns the first element having the smallest value according to the provided [comparator].\n\n* @throws NoSuchElementException if the array is empty.
```

```
\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow-\nU")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun\nULongArray.minWith(comparator: Comparator<in ULong>): ULong {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e)\n > 0) min = e\n }\n return min\n}\n\n Returns the first element having the smallest value according to the provided [comparator].\n\n* @throws NoSuchElementException if the array is empty.
```

```
\n@SinceKotlin("1.7")\n@kotlin.jvm.JvmName("minWithOrThrow-\nU")\n@ExperimentalUnsignedTypes\n@Suppress("CONFLICTING_OVERLOADS")\npublic fun\nUByteArray.minWith(comparator: Comparator<in UByte>): UByte {\n if (isEmpty()) throw\n NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n Returns the first element having the smallest value according to the provided [comparator].\n\n* @throws NoSuchElementException if the array is empty.
```

```

U\)\n@ExperimentalUnsignedTypes\n@Suppress(\`CONFLICTING_OVERLOADS\`)\npublic fun
UShortArray.minWith(comparator: Comparator<in UShort>): UShort
 {\n if (isEmpty()) throw NoSuchElementException()\n var min = this[0]\n for (i in 1..lastIndex) {\n val e
= this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UIntArray.minWithOrNull(comparator:
Comparator<in UInt>): UInt? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns the first
element having the smallest value according to the provided [comparator] or `null` if there are no elements.\n
\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun ULongArray.minWithOrNull(comparator:
Comparator<in ULong>): ULong? {\n if (isEmpty()) return null\n var min =
this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n
return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided [comparator]
or `null` if there are no elements.\n
\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UByteArray.minWithOrNull(comparator: Comparator<in
UByte>): UByte? {\n if (isEmpty()) return null\n var
min = this[0]\n for (i in 1..lastIndex) {\n val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n
}\n return min\n}\n\n/**\n * Returns the first element having the smallest value according to the provided
[comparator] or `null` if there are no elements.\n
\n\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun UShortArray.minWithOrNull(comparator:
Comparator<in UShort>): UShort? {\n if (isEmpty()) return null\n var min = this[0]\n for (i in 1..lastIndex) {\n
val e = this[i]\n if (comparator.compare(min, e) > 0) min = e\n }\n return min\n}\n\n/**\n * Returns `true` if the array has no
elements.\n
*\n * @sample samples.collections.Collections.Aggregates.none\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n
*\n * @sample samples.collections.Collections.Aggregates.none\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n
*\n * @sample samples.collections.Collections.Aggregates.none\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if the array has no elements.\n
*\n * @sample samples.collections.Collections.Aggregates.none\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.none(): Boolean {\n return isEmpty()\n}\n\n/**\n * Returns `true` if no elements match the given
[predicate].\n
*\n * @sample samples.collections.Collections.Aggregates.noneWithPredicate\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.none(predicate: (UInt) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n
*\n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.none(predicate: (ULong) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
false\n return true\n}\n\n/**\n * Returns `true`
if no elements match the given [predicate].\n
*\n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n
\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.none(predicate: (UByte) -> Boolean): Boolean {\n for (element in this) if (predicate(element)) return
false\n return true\n}\n\n/**\n * Returns `true` if no elements match the given [predicate].\n
*\n * @sample
samples.collections.Collections.Aggregates.noneWithPredicate\n

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.none(predicate: (UShort) -> Boolean): Boolean {\n for (element in this) if (predicate(element))
return false\n return true\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.onEach(action: (UInt)
-> Unit): UIntArray {\n return apply { for (element in this) action(element) }\n}\n\n/**\n * Performs the given
[action] on each element and returns the array itself afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.onEach(action: (ULong) -> Unit): ULongArray {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UByteArray.onEach(action: (UByte) -> Unit): UByteArray {\n return apply { for (element in this)
action(element) }\n}\n\n/**\n * Performs the given [action] on each element and returns the array itself
afterwards.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.onEach(action: (UShort) -> Unit): UShortArray {\n return apply
{ for (element in this) action(element) }\n}\n\n/**\n * Performs the given [action] on each element, providing
sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that
takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.onEachIndexed(action: (index: Int, UInt) -> Unit): UIntArray {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.onEachIndexed(action: (index: Int, ULong) -> Unit): ULongArray
{\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing
sequential index with the element,\n * and returns the array itself afterwards.\n * @param [action] function that
takes the index of an element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.onEachIndexed(action: (index: Int, UByte) -> Unit): UByteArray {\n return apply {
forEachIndexed(action) }\n}\n\n/**\n * Performs the given [action] on each element, providing sequential index
with the element,\n * and returns the array itself afterwards.\n * @param [action] function that takes the index of an
element and the element itself\n * and performs the action on the element.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.onEachIndexed(action: (index: Int, UShort) -> Unit):
UShortArray {\n return apply { forEachIndexed(action) }\n}\n\n/**\n * Accumulates value starting with the first
element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that takes
current accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduce\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {\n if (isEmpty())\n throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = this[0]\n for (index in
1..lastIndex) {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the first element and applying [operation]
from left to right\n * to current accumulator value and each element.\n * \n * Throws an exception if this array is
empty. If the array can be empty in an expected way,\n * please use [reduceOrNull] instead. It returns `null` when its

```

receiver is empty.

```

 @param [operation] function that takes current accumulator value and an element,
 and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 */
 @SinceKotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun
 ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
 if (isEmpty()) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in
 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
 }
 /**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty
 in an expected way, please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 @param [operation] function that takes current accumulator value and an element,
 and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 */
 @SinceKotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun
 UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
 if (isEmpty()) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in
 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
 }
 /**
 * Accumulates
 value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 please use [reduceOrNull] instead. It returns `null` when its receiver is empty.
 @param [operation] function that takes current accumulator value and an element,
 and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 */
 @SinceKotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun
 UShortArray.reduce(operation: (acc: UShort, UShort) -> UShort): UShort {
 if (isEmpty()) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in
 1..lastIndex) {
 accumulator = operation(accumulator, this[index])
 }
 return accumulator
 }
 /**
 * Accumulates value starting
 with the first element and applying [operation] from left to right
 * to current accumulator value and each element
 with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in
 an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 */
 @SinceKotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun
 UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
 if (isEmpty()) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index in
 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return accumulator
 }
 /**
 * Accumulates value starting with the first element and applying [operation]
 from left to right
 * to current accumulator value and each element with its index in the original array.
 * Throws an exception if this array is empty. If the array can be empty in an expected way,
 please use
 [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.
 @param [operation] function that takes the index of an element, current accumulator value and the element itself,
 * and calculates the next accumulator value.
 @sample samples.collections.Collections.Aggregates.reduce
 */
 @SinceKotlin("1.3")
 @ExperimentalUnsignedTypes
 @kotlin.internal.InlineOnly
 public inline fun
 ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
 if (isEmpty()) throw
 UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = this[0]
 for (index
 in 1..lastIndex) {
 accumulator = operation(index, accumulator, this[index])
 }
 return
 accumulator
 }
 /**
 * Accumulates value starting with the first element and applying [operation] from left to
 right
 * to current accumulator value and each element with its index in the original array.
 * Throws an
 */

```

exception if this array is empty. If the array can be empty in an expected way, please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.

`@param [operation]` function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

`@sample samples.collections.Collections.Aggregates.reduce`

```
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {\n if (isEmpty())\n throw UnsupportedOperationException("Empty
array can't be reduced.")\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
operation(index, accumulator, this[index])\n }\n return accumulator\n}\n/**\n * Accumulates value starting
with the first element and applying [operation] from left to right\n * to current accumulator value and each element
with its index in the original array.\n * \n * Throws an exception if this array is empty. If the array can be empty in
an expected way,\n * please use [reduceIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes the index of an element, current accumulator value and the element itself,\n
* and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.reduce\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceIndexed(operation: (index: Int, acc: UShort, UShort) -> UShort):
UShort {\n if (isEmpty())\n throw UnsupportedOperationException("Empty array can't be reduced.")\n var
accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator,
this[index])\n }\n return accumulator\n}\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element with its index in the
original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index
of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceIndexedOrNull(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt? {\n if (isEmpty())\n return null\n
var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator = operation(index, accumulator,
this[index])\n }\n return accumulator\n}\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element with its index in the
original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index
of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceIndexedOrNull(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong? {\n if
(isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
operation(index, accumulator,
this[index])\n }\n return accumulator\n}\n/**\n * Accumulates value starting with the first element and
applying [operation] from left to right\n * to current accumulator value and each element with its index in the
original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index
of an element, current accumulator value and the element itself,\n * and calculates the next accumulator value.\n * \n
* @sample samples.collections.Collections.Aggregates.reduceOrNull\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceIndexedOrNull(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte? {\n if
(isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
operation(index, accumulator, this[index])\n }\n return accumulator\n}\n/**\n * Accumulates value starting
with the first element
and applying [operation] from left to right\n * to current accumulator value and each element with its index in the
original array.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes the index
```

of an element, current accumulator value and the element itself,\n \* and calculates the next accumulator value.\n \* \n

```

 * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
 * \n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
 UShortArray.reduceIndexedOrNull(operation: (index: Int, acc: UShort, UShort) -> UShort): UShort? {\n if
 (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
 operation(index, accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting
 with the first element and applying [operation] from left to right\n * to current accumulator value and each
 element.\n * \n * Returns
 `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and an
 element,\n * and calculates the next accumulator value.\n * \n * @sample
 samples.collections.Collections.Aggregates.reduceOrNull\n
 * \n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
 @kotlin.internal.InlineOnly\n public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt?
 {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n
 accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value
 starting with the first element and applying [operation] from left to right\n * to current accumulator value and each
 element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current
 accumulator value and an element,\n * and calculates the next accumulator
 value.\n * \n * @sample samples.collections.Collections.Aggregates.reduceOrNull\n
 * \n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
 @kotlin.internal.InlineOnly\n public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) ->
 ULong): ULong? {\n if (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex)
 {\n accumulator = operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates
 value starting with the first element and applying [operation] from left to right\n * to current accumulator value and
 each element.\n * \n * Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current
 accumulator value and an element,\n * and calculates the next accumulator value.\n * \n * @sample
 samples.collections.Collections.Aggregates.reduceOrNull\n
 * \n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
 @kotlin.internal.InlineOnly\n public
 inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {\n if (isEmpty())\n
 return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
 operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
 first element and applying [operation] from left to right\n * to current accumulator value and each element.\n * \n *
 Returns `null` if the array is empty.\n * \n * @param [operation] function that takes current accumulator value and
 an element,\n * and calculates the next accumulator value.\n * \n * @sample
 samples.collections.Collections.Aggregates.reduceOrNull\n
 * \n @SinceKotlin("1.4")\n @ExperimentalUnsignedTypes\n @WasExperimental(ExperimentalStdlibApi::class)\n
 @kotlin.internal.InlineOnly\n public inline fun UShortArray.reduceOrNull(operation: (acc: UShort, UShort) ->
 UShort): UShort? {\n if
 (isEmpty())\n return null\n var accumulator = this[0]\n for (index in 1..lastIndex) {\n accumulator =
 operation(accumulator, this[index])\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
 last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
 Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
 [reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
 takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
 samples.collections.Collections.Aggregates.reduceRight\n
 * \n @SinceKotlin("1.3")\n @ExperimentalUnsignedTypes\n @kotlin.internal.InlineOnly\n public inline fun
 UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {\n var index = lastIndex\n if (index < 0)

```

```

throw UnsupportedOperationException("Empty
array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator =
operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {\n var index = lastIndex\n if
(index < 0) throw UnsupportedOperationException("Empty
array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator =
operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {\n var index = lastIndex\n if (index
< 0) throw UnsupportedOperationException("Empty
array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator =
operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from right to left\n * to each element and current accumulator value.\n * \n *
Throws an exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation] function that
takes an element and current accumulator value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {\n var index = lastIndex\n if
(index < 0) throw UnsupportedOperationException("Empty
array can't be reduced.")\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator =
operation(get(index--), accumulator)\n }\n return accumulator\n}\n\n/**\n * Accumulates value starting with the
last element and applying [operation] from right to left\n * to each element with its index in the original array and
current accumulator value.\n * \n * Throws an exception if this array is empty. If the array can be empty in an
expected way,\n * please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n *
@param [operation] function that takes the index of an element, the element itself and current accumulator
value,\n * and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.reduceRight\n
*/\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexed(operation: (index: Int, UInt,
acc: UInt) -> UInt): UInt {\n var index = lastIndex\n if (index < 0) throw
UnsupportedOperationException("Empty array can't be reduced.")\n var accumulator = get(index--)\n while
(index >= 0) {\n accumulator = operation(index, get(index), accumulator)\n --index\n }\n return
accumulator\n}\n\n/**\n * Accumulates value starting with the last element and applying [operation] from right to
left\n * to each element with its index in the original array and current accumulator value.\n * \n * Throws an
exception if this array is empty. If the array can be empty in an expected way,\n * please use
[reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.\n * \n * @param [operation]

```



function that takes the index of an element, the element itself and current accumulator value,  
and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceRight
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic
inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
 var index = lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.  
Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value,  
and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceRight
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
 var index =
lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var
accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.  
Throws an exception if this array is empty. If the array can be empty in an expected way, please use [reduceRightIndexedOrNull] instead. It returns `null` when its receiver is empty.

@param [operation] function that takes

the index of an element, the element itself and current accumulator value,  
and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceRight
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reduceRightIndexed(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort {
 var index =
lastIndex
 if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
 var
accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.  
Returns `null` if the array is empty.

@param [operation] function that takes the index of an element,

the element itself and current accumulator value,  
and calculates the next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceRightOrNull
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reduceRightIndexedOrNull(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt? {
 var index =
lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.  
Returns `null` if the array is empty.

@param [operation] function that takes the index of an element, the element itself and current accumulator value,  
and calculates the

next accumulator value.

```

@sample samples.collections.Collections.Aggregates.reduceRightOrNull
@SinceKotlin("1.4")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reduceRightIndexedOrNull(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong? {
 var
index = lastIndex
 if (index < 0) return null
 var accumulator = get(index--)
 while (index >= 0) {
 accumulator = operation(index, get(index), accumulator)
 --index
 }
 return accumulator
}

```

Accumulates value starting with the last element and applying [operation] from right to left to each element with

its index in the original array and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @kotlin.internal.InlineOnly\n \* public inline fun UByteArray.reduceRightIndexedOrNull(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte? {\n \* var index = lastIndex\n \* if (index < 0) return null\n \* var accumulator = get(index--)\n \* while (index >= 0) {\n \* accumulator = operation(index, get(index), accumulator)\n \* --index\n \* }\n \* return accumulator\n \* }\n \* \n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element with its index in the original array and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes the index of an element, the element itself and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @kotlin.internal.InlineOnly\n \* public inline fun UShortArray.reduceRightIndexedOrNull(operation: (index: Int, UShort, acc: UShort) -> UShort): UShort? {\n \* var index = lastIndex\n \* if (index < 0) return null\n \* var accumulator = get(index--)\n \* while (index >= 0) {\n \* accumulator = operation(index, get(index), accumulator)\n \* --index\n \* }\n \* return accumulator\n \* }\n \* \n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @WasExperimental(ExperimentalStdlibApi::class)\n \* @kotlin.internal.InlineOnly\n \* public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {\n \* var index = lastIndex\n \* if (index < 0) return null\n \* var accumulator = get(index--)\n \* while (index >= 0) {\n \* accumulator = operation(get(index--), accumulator)\n \* }\n \* return accumulator\n \* }\n \* \n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @WasExperimental(ExperimentalStdlibApi::class)\n \* @kotlin.internal.InlineOnly\n \* public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {\n \* var index = lastIndex\n \* if (index < 0) return null\n \* var accumulator = get(index--)\n \* while (index >= 0) {\n \* accumulator = operation(get(index--), accumulator)\n \* }\n \* return accumulator\n \* }\n \* \n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @WasExperimental(ExperimentalStdlibApi::class)\n \* @kotlin.internal.InlineOnly\n \* public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {\n \* var index = lastIndex\n \* if (index < 0) return null\n \* var accumulator = get(index--)\n \* while (index >= 0) {\n \* accumulator = operation(get(index--), accumulator)\n \* }\n \* return accumulator\n \* }\n \* \n \* Accumulates value starting with the last element and applying [operation] from right to left\n \* to each element and current accumulator value.\n \* \n \* Returns `null` if the array is empty.\n \* \n \* @param [operation] function that takes an element and current accumulator value,\n \* and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.reduceRightOrNull\n \*\n \*\n \* @SinceKotlin("1.4")\n \* @ExperimentalUnsignedTypes\n \* @WasExperimental(ExperimentalStdlibApi::class)\n \* @kotlin.internal.InlineOnly\n \* public inline fun UShortArray.reduceRightOrNull(operation: (UShort, acc: UShort) ->

UShort): UShort? {\n var index = lastIndex\n if (index < 0) return null\n var accumulator = get(index--)\n while (index >= 0) {\n accumulator = operation(get(index--), accumulator)\n }\n return accumulator}\n\n/\*\*\n \* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningFold\n \*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.runningFold(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result}\n\n/\*\*\n \* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningFold\n \*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.runningFold(initial: R, operation: (acc: R, ULong) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result}\n\n/\*\*\n \* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningFold\n \*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.runningFold(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result}\n\n/\*\*\n \* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n \* to each element and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample samples.collections.Collections.Aggregates.runningFold\n \*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.runningFold(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n if (isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (element in this) {\n accumulator = operation(accumulator, element)\n result.add(accumulator)\n }\n return result}\n\n/\*\*\n \* Returns a list containing successive accumulation values generated by applying [operation] from left to right\n \* to each element, its index in the original array and current accumulator value that starts with [initial] value.\n \* \n \* Note that `acc` value passed to [operation] function should not be mutated;\n \* otherwise it would affect the previous value in resulting list.\n \* \n \* @param [operation] function that takes the index of an element, current accumulator value\n \* and the element itself, and calculates the next accumulator value.\n \* \n \* @sample

```

samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n if (isEmpty())
return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n
for (index in indices) {\n
 accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n
 val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator = initial\n for (index in indices)
{\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from
left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial]
value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would
affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element,
current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
<R> UByteArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator =
initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element, its index in the original array and
current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function
should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation]
function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the
next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningFold\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.runningFoldIndexed(initial: R, operation: (index: Int, acc: R, UShort) -> R): List<R> {\n if
(isEmpty()) return listOf(initial)\n val result = ArrayList<R>(size + 1).apply { add(initial) }\n var accumulator =
initial\n for (index in indices) {\n accumulator = operation(index, accumulator, this[index])\n
result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with the first element of this array.\n * \n * Note that `acc` value passed to [operation] function should not be
mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that
takes current accumulator value and an element,
and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.runningReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UInt>(size).apply { add(accumulator) }\n for
(index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n

```

}  
return result  
Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function

that takes current accumulator value and an element, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.runningReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<ULong>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value

in resulting list. @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.runningReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UByte>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should

not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.runningReduce(operation: (acc: UShort, UShort) -> UShort): List<UShort> {\n if (isEmpty()) return
emptyList()\n var accumulator = this[0]\n val result = ArrayList<UShort>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}
```

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the

first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. @sample samples.collections.Collections.Aggregates.runningReduce

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.runningReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {\n if (isEmpty())
return emptyList()\n var accumulator = this[0]\n val result = ArrayList<UInt>(size).apply { add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return result\n}
```

Returns a list containing successive accumulation values generated

by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the

```

next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.runningReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {\n if
(isEmpty()) return emptyList()\n var accumulator = this[0]\n val result = ArrayList<ULong>(size).apply {
add(accumulator) }\n for (index in 1 until size) {\n accumulator = operation(index, accumulator,
this[index])\n result.add(accumulator)\n }\n return result\n}\n\n/**\n * Returns a list containing successive
accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original
array and current accumulator value that starts with the first element of this array.\n * \n * Note that `acc` value
passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting
list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the
element itself, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.runningReduce\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.runningReduceIndexed(operation:
(index: Int, acc: UShort, UShort) -> UShort): List<UShort> {\n if (isEmpty()) return emptyList()\n var
accumulator = this[0]\n val result = ArrayList<UShort>(size).apply { add(accumulator) }\n for (index in 1 until
size) {\n accumulator = operation(index, accumulator, this[index])\n result.add(accumulator)\n }\n return
result\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying
[operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n
* Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the
previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an
element, and calculates the next accumulator value.\n * \n * @sample
samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic
inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {\n return runningFold(initial,
operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation]
from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note
that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous
value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element,
and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n
@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scan(initial: R, operation: (acc: R, ULong) -> R):
List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation
values generated by applying [operation] from left to right\n * to each element and current accumulator value that
starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n *
otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current

```

accumulator value and an element, and calculates the next accumulator value.\n \* \n \* @sample  
samples.collections.Collections.Aggregates.scan\n

```
*\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scan(initial: R, operation: (acc: R, UByte) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scan(initial: R, operation: (acc: R, UShort) -> R): List<R> {\n return runningFold(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UIntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> ULongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {\n return runningFoldIndexed(initial, operation)\n}\n\n/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original array and current accumulator value that starts with [initial] value.\n * \n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scan\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun <R> UShortArray.scanIndexed(initial: R, operation: (index: Int, acc:
```

```

R, UShort) -> R): List<R> {
 return runningFoldIndexed(initial, operation)
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
 var sum: UInt = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
 var sum: UInt = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
 var sum: UInt = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

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 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
 var sum: UInt = 0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @Deprecated("Use sumOf instead.", ReplaceWith("this.sumOf(selector)"))
 * @DeprecatedSinceKotlin(warningSince = "1.5")
 * @SinceKotlin("1.3")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
 var sum: Double = 0.0
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array.
 * @SinceKotlin("1.4")
 * @OptIn(kotlin.experimental.ExperimentalTypeInference::class)
 * @OverloadResolutionByLambdaReturnType
 * @Suppress("INAPPLICABLE_JVM_NAME")
 * @kotlin.jvm.JvmName("sumOfDouble")
 * @ExperimentalUnsignedTypes
 * @kotlin.internal.InlineOnly
 * public inline fun UIntArray.sumOf(selector: (UInt) -> Double): Double {
 var sum: Double = 0.toDouble()
}

```



```

 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Double): Double {
 var sum: Double = 0.toDouble()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Double): Double {
 var sum: Double = 0.toDouble()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfDouble")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Double): Double {
 var sum: Double = 0.toDouble()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Int): Int {
 var sum: Int = 0.toInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumOf(selector: (ULong) -> Int): Int {
 var sum: Int = 0.toInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumOf(selector: (UByte) -> Int): Int {
 var sum: Int = 0.toInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfInt")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumOf(selector: (UShort) -> Int): Int {
 var sum: Int = 0.toInt()
 for (element in this) {
 sum += selector(element)
 }
 return sum
}

/** Returns the sum of all values produced by [selector] function applied to each element in the array. */
@SinceKotlin("1.4")
@OptIn(kotlin.experimental.ExperimentalTypeInference::class)
@OverloadResolutionByLambdaReturnType
@Suppress("INAPPLICABLE_JVM_NAME")
@kotlin.jvm.JvmName("sumOfLong")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumOf(selector: (UInt) -> Long): Long {
 var sum: Long = 0.toLong()
 for (element in this) {
 sum += selector(element)
 }
}

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return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector:
(ULong) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector:
(UByte) -> Long): Long {\n var sum: Long = 0.toLong()\n for (element in this) {\n sum +=
selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function
applied to each element in the array.\n
*\n@SinceKotlin("1.4")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfLong")
\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.sumOf(selector: (UShort) -> Long): Long {\n var sum: Long = 0.toLong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UIntArray.sumOf(selector: (UInt) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element
in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun ULongArray.sumOf(selector: (ULong) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n
for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UByteArray.sumOf(selector: (UByte) ->
UInt): UInt {\n var sum: UInt = 0.toUInt()\n for (element in this) {\n sum += selector(element)\n }\n
return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in
the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfUInt")\n
\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.Inline
Only\npublic inline fun UShortArray.sumOf(selector: (UShort) -> UInt): UInt {\n var sum: UInt = 0.toUInt()\n
for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all
values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")

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)\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun UIntArray.sumOf(selector: (UInt) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values
produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.sumOf(selector: (ULong) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.sumOf(selector: (UByte) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for (element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns the sum of all values produced by [selector] function applied to each element in the array.\n
*\n@SinceKotlin("1.5")\n@OptIn(kotlin.experimental.ExperimentalTypeInference::class)\n@OverloadResolution
ByLambdaReturnType\n@Suppress("INAPPLICABLE_JVM_NAME")\n@kotlin.jvm.JvmName("sumOfULong")\n@ExperimentalUnsignedTypes\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun UShortArray.sumOf(selector: (UShort) -> ULong): ULong {\n var sum: ULong = 0.toULong()\n for
(element in this) {\n sum += selector(element)\n }\n return sum\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other: Array<out
R>): List<Pair<UInt, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from
the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest
collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other:
Array<out R>): List<Pair<ULong, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of
pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has
length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UByteArray.zip(other: Array<out
R>): List<Pair<UByte, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built
from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the
shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other:
Array<out R>): List<Pair<UShort, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list
of values built from the elements of `this` array and the [other] array with the same index\n * using the provided
[transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n *
*\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>
UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {\n val size = minOf(size,
other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array
with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned
list has length of the shortest collection.\n * \n * @sample

```

```

samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>\nUByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {\n val size = minOf(size,\n other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array\n with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned\n list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>\nUShortArray.zip(other: Array<out R>, transform: (a: UShort, b: R) -> V): List<V> {\n val size = minOf(size,\n other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with\n the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UIntArray.zip(other:\nIterable<R>): List<Pair<UInt, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs\n built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of\n the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> ULongArray.zip(other:\nIterable<R>): List<Pair<ULong, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs\n built from the elements of `this` collection and [other] array with the same index.\n * The returned list has length of\n the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic\ninfix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {\n return zip(other) { t1, t2 -> t1 to t2\n }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` collection and [other] array with the same\n index.\n * The returned list has length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterable\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun <R> UShortArray.zip(other:\nIterable<R>): List<Pair<UShort, R>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of\n values built from the elements of `this` array and the [other] collection with the same index\n * using the provided\n [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic\ninline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {\n val arraySize =\n size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element\n in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return\n list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the\n same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has\n length of the shortest collection.\n * \n * @sample
samples.collections.Iterables.Operations.zipIterableWithTransform\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V>

```

```

ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {\n val arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {\n val arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {\n val arraySize = size\n val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n var i = 0\n for (element in other) {\n if (i >= arraySize) break\n list.add(transform(this[i++], element))\n }\n return list\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UIntArray.zip(other: UIntArray): List<Pair<UInt, UInt>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULongArray.zip(other: ULongArray): List<Pair<ULong, ULong>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UByteArray.zip(other: UByteArray): List<Pair<UByte, UByte>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n * \n * @sample samples.collections.Iterables.Operations.zipIterable\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UShortArray.zip(other: UShortArray): List<Pair<UShort, UShort>> {\n return zip(other) { t1, t2 -> t1 to t2 }\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {\n val size = minOf(size, other.size)\n val list = ArrayList<V>(size)\n for (i in 0 until size) {\n list.add(transform(this[i], other[i]))\n }\n return list\n}\n\n/**\n * Returns a list of values built from the elements of `this` array and the [other] array with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * \n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */\n\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V>

```

```

ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
 val size = minOf(size, other.size)
 val list = ArrayList<V>(size)
 for (i in 0 until size) {
 list.add(transform(this[i], other[i]))
 }
 return list
}

/**
 * Returns a list of values built from the elements of `this` array and the
 * [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 *
 * @sample
 * samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <V>
UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
 val size = minOf(size, other.size)
 val list = ArrayList<V>(size)
 for (i in 0 until size) {
 list.add(transform(this[i], other[i]))
 }
 return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array
 * with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned
 * list has length of the shortest array.
 *
 * @sample
 * samples.collections.Iterables.Operations.zipIterableWithTransform
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public
inline fun <V> UShortArray.zip(other: UShortArray, transform: (a: UShort, b: UShort) -> V): List<V> {
 val size = minOf(size, other.size)
 val list = ArrayList<V>(size)
 for (i in 0 until size) {
 list.add(transform(this[i], other[i]))
 }
 return list
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Array<out UInt>.sum(): UInt {
 var sum: UInt = 0u
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Array<out ULong>.sum(): ULong {
 var sum: ULong = 0uL
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the
 * sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Array<out UByte>.sum(): UInt {
 var sum: UInt = 0u
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun Array<out UShort>.sum(): UInt {
 var sum: UInt = 0u
 for (element in this) {
 sum += element
 }
 return sum
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.sum(): UInt {
 return storage.sum().toUInt()
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.sum(): ULong {
 return storage.sum().toULong()
}

/**
 * Returns the sum of all elements in
 * the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
fun UByteArray.sum(): UInt {
 return sumOf { it.toUInt() }
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.sum(): UInt {
 return sumOf { it.toUInt() }
}

/**
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 * Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that
 * can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("UCollectionsKt")
package
kotlin.collections

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
import
kotlin.random.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an array of
 * UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray():
UByteArray {
 val result = UByteArray(size)
 var index = 0
 for (element in this) {
 result[index++] =
element
 }
 return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */

```

```

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<UInt>.toUIntArray(): UIntArray
{\n val result = UIntArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an array of ULong containing all of the elements of this collection.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<ULong>.toULongArray():
ULongArray {\n val result = ULongArray(size)\n var index = 0\n for (element in this)\n result[index++] = element\n return result\n}\n\n/**\n * Returns an
array of UShort containing all of the elements of this collection.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Collection<UShort>.toUShortArray():
UShortArray {\n val result = UShortArray(size)\n var index = 0\n for (element in this)\n result[index++] =
element\n return result\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */
*\n@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedT
ypes::class)\npublic fun Iterable<UInt>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum
+= element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */
*\n@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Iterable<ULong>.sum(): ULong {\n
 var sum: ULong = 0uL\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n/**\n * Returns
the sum of all elements in the collection.\n */
*\n@kotlin.jvm.JvmName("sumOfUByte")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Iterable<UByte>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n
sum += element\n }\n return sum\n}\n\n/**\n * Returns the sum of all elements in the collection.\n */
*\n@kotlin.jvm.JvmName("sumOfUShort")\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsigned
Types::class)\npublic fun Iterable<UShort>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n
sum += element\n }\n return sum\n}\n\n"/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */
*\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("UComparisonsKt")\n\npackage
kotlin.comparisons\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:
https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n\nimport kotlin.random.*\n\n/**\n * Returns the
greater of two values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UInt, b:
UInt): UInt {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: ULong,
b: ULong): ULong {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun maxOf(a: UByte,
b: UByte): UByte {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of two values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun maxOf(a: UShort, b: UShort): UShort {\n return if (a >= b) a else b\n}\n\n/**\n * Returns the greater of three
values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: UInt, b: UInt, c: UInt): UInt {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n * Returns
the greater of three values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: ULong, b: ULong, c: ULong): ULong {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of three values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of three values.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n

```

```

npublic
inline fun maxOf(a: UShort, b: UShort, c: UShort): UShort {\n return maxOf(a, maxOf(b, c))\n}\n\n/**\n *
Returns the greater of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
maxOf(a: UInt, vararg other: UInt): UInt {\n var max = a\n for (e in other) max = maxOf(max, e)\n return
max\n}\n\n/**\n * Returns the greater of the given values.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: ULong, vararg other: ULong):
ULong {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n}\n\n/**\n * Returns the greater
of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun maxOf(a: UByte,
vararg other: UByte): UByte {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n}\n\n/**\n
* Returns the greater of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
maxOf(a: UShort, vararg
other: UShort): UShort {\n var max = a\n for (e in other) max = maxOf(max, e)\n return max\n}\n\n/**\n *
Returns the smaller of two values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UInt, b:
UInt): UInt {\n return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: ULong,
b: ULong): ULong {\n return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UByte,
b: UByte): UByte {\n return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of two values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun minOf(a: UShort,
b: UShort): UShort {\n return if (a <= b) a else b\n}\n\n/**\n * Returns the smaller of three values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic
inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {\n return minOf(a, minOf(b, c))\n}\n\n/**\n * Returns the
smaller of three values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {\n return minOf(a, minOf(b, c))\n}\n\n/**\n *
Returns the smaller of three values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {\n return minOf(a, minOf(b, c))\n}\n\n/**\n *
Returns the smaller of three values.\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
npublic inline fun minOf(a: UShort, b: UShort, c: UShort): UShort {\n return minOf(a, minOf(b, c))\n}\n\n/**\n *
Returns the smaller
of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UInt,
vararg other: UInt): UInt {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n *
Returns the smaller of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun
minOf(a: ULong, vararg other: ULong): ULong {\n var min = a\n for (e in other) min = minOf(min, e)\n return
min\n}\n\n/**\n * Returns the smaller of the given values.\n
*/\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UByte, vararg other: UByte):
UByte {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n/**\n * Returns the smaller
of the given values.\n */\n@SinceKotlin("1.4")\n@ExperimentalUnsignedTypes\npublic fun minOf(a: UShort, vararg
other: UShort): UShort {\n var min = a\n for (e in other) min = minOf(min, e)\n return min\n}\n\n"/\n *
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Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n
*/\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("URangesKt")\n\npackage
kotlin.ranges\n\n/\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt\n// See:

```



```

https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\nimport kotlin.random.*\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the progression is empty.\n */\n@SinceKotlin("1.7")\npublic fun UIntProgression.first(): UInt {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.first\n}\n\n/**\n * Returns the first element.\n * \n * @throws NoSuchElementException if the progression is empty.\n */\n@SinceKotlin("1.7")\npublic fun ULongProgression.first(): ULong {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n */\n@SinceKotlin("1.7")\npublic fun UIntProgression.firstOrNull(): UInt? {\n return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the first element, or `null` if the progression is empty.\n */\n@SinceKotlin("1.7")\npublic fun ULongProgression.firstOrNull(): ULong? {\n return if (isEmpty()) null else this.first\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin("1.7")\npublic fun UIntProgression.last(): UInt {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the last element.\n * \n * @throws NoSuchElementException if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin("1.7")\npublic fun ULongProgression.last(): ULong {\n if (isEmpty())\n throw NoSuchElementException("Progression $this is empty.")\n return this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin("1.7")\npublic fun UIntProgression.lastOrNull(): UInt? {\n return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns the last element, or `null` if the progression is empty.\n * \n * @sample samples.collections.Collections.Elements.last\n */\n@SinceKotlin("1.7")\npublic fun ULongProgression.lastOrNull(): ULong? {\n return if (isEmpty()) null else this.last\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.random(): UInt {\n return random(Random)\n}\n\n/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.random(): ULong {\n return random(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun UIntRange.random(random: Random): UInt {\n try {\n return random.nextUInt(this)\n } catch (e: IllegalArgumentException) {\n throw NoSuchElementException(e.message)\n }\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun ULongRange.random(random: Random): ULong {\n try {\n return random.nextULong(this)\n } catch (e: IllegalArgumentException) {\n throw NoSuchElementException(e.message)\n }\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UIntRange.randomOrNull(): UInt? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange.randomOrNull(): ULong? {\n return randomOrNull(Random)\n}\n\n/**\n * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.\n */\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class),

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ExperimentalUnsignedTypes::class)
public fun UIntRange.randomOrNull(random: Random): UInt? {
 if (isEmpty())
 return null
 return random.nextUInt(this)
}
/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)
public fun ULongRange.randomOrNull(random: Random): ULong? {
 if (isEmpty())
 return null
 return random.nextULong(this)
}
/**
 * Returns `true` if this range contains the specified [element].
 *
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
 return element != null && contains(element)
}
/**
 * Returns `true` if this range contains the specified [element].
 *
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
@kotlin.internal.InlineOnly
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
 return element != null && contains(element)
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun UIntRange.contains(value: UByte): Boolean {
 return contains(value.toInt())
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun ULongRange.contains(value: UByte): Boolean {
 return contains(value.toULong())
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun ULongRange.contains(value: UInt): Boolean {
 return contains(value.toULong())
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun UIntRange.contains(value: ULong): Boolean {
 return (value shr UInt.SIZE_BITS) == 0uL && contains(value.toInt())
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun UIntRange.contains(value: UShort): Boolean {
 return contains(value.toInt())
}
/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public operator fun ULongRange.contains(value: UShort): Boolean {
 return contains(value.toULong())
}
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 *
 * The [to] value should be less than or equal to `this` value.
 *
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public infix fun UByte.downTo(to: UByte): UIntProgression {
 return UIntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 *
 * The [to] value should be less than or equal to `this` value.
 *
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public infix fun UInt.downTo(to: UInt): UIntProgression {
 return UIntProgression.fromClosedRange(this, to, -1)
}
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 *
 * The [to] value should be less than or equal to `this` value.
 *
 * If the [to] value is greater than `this` value the returned progression is empty.
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public infix fun ULong.downTo(to: ULong): ULongProgression {
 return ULongProgression.fromClosedRange(this, to, -1L)
}
/**
 * Returns a progression from this value down to the specified [to] value with the step -1.
 *
 * The [to] value should be less than or equal to `this` value.
 *
 * If the [to] value is greater than `this` value the
 */

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returned progression is empty.\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UShort.downTo(to: UShort): UIntProgression {\n return UIntProgression.fromClosedRange(this.toUInt(),
to.toUInt(), -1)\n}\n\n/**\n * Returns a progression that goes over the same range in the opposite direction with the
same step.\n */\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UIntProgression.reversed(): UIntProgression
{\n return UIntProgression.fromClosedRange(last, first, -step)\n}\n\n/**\n * Returns a progression that goes over
the same range in the opposite direction with the same step.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULongProgression.reversed(): ULongProgression {\n return ULongProgression.fromClosedRange(last, first, -
step)\n}\n\n/**\n * Returns a progression that goes over the same range with the given step.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UIntProgression.step(step: Int): UIntProgression {\n checkStepIsPositive(step > 0, step)\n return
UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}\n\n/**\n * Returns a progression
that goes over the same range with the given step.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
ULongProgression.step(step: Long): ULongProgression {\n
 checkStepIsPositive(step > 0, step)\n return ULongProgression.fromClosedRange(first, last, if (this.step > 0) step
else -step)\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to] value.\n * \n * If the
[to] value is less than or equal to `this` value, then the returned range is empty.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UByte.until(to: UByte): UIntRange {\n if (to <= UByte.MIN_VALUE) return UIntRange.EMPTY\n return
this.toUInt() .. (to - 1u).toUInt()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to]
value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun UInt.until(to:
UInt): UIntRange {\n if (to <= UInt.MIN_VALUE) return UIntRange.EMPTY\n return this .. (to -
1u).toUInt()\n}\n\n/**\n * Returns a
range from this value up to but excluding the specified [to] value.\n * \n * If the [to] value is less than or equal to
`this` value, then the returned range is empty.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
ULong.until(to: ULong): ULongRange {\n if (to <= ULong.MIN_VALUE) return ULongRange.EMPTY\n
return this .. (to - 1u).toULong()\n}\n\n/**\n * Returns a range from this value up to but excluding the specified [to]
value.\n * \n * If the [to] value is less than or equal to `this` value, then the returned range is empty.\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic infix fun
UShort.until(to: UShort): UIntRange {\n if (to <= UShort.MIN_VALUE) return UIntRange.EMPTY\n return
this.toUInt() .. (to - 1u).toUInt()\n}\n\n/**\n * Ensures that this value is not less than the specified
[minimumValue].\n * \n * @return this value if it's greater than or equal to the [minimumValue] or
the [minimumValue] otherwise.\n * \n * @sample samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UInt.coerceAtLeast(minimumValue: UInt): UInt {\n return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n */
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceAtLeast(minimumValue: ULong): ULong {\n return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n */

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*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UByte.coerceAtLeast(minimumValue: UByte): UByte {\n return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not less than the specified [minimumValue].\n * \n * @return this value
if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtLeastUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceAtLeast(minimumValue: UShort): UShort {\n return if (this < minimumValue) minimumValue else
this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun UInt.coerceAtMost(maximumValue: UInt): UInt {\n return if (this > maximumValue) maximumValue else
this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceAtMost(maximumValue: ULong): ULong {\n return if (this > maximumValue) maximumValue else
this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return this
value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun UByte.coerceAtMost(maximumValue: UByte): UByte {\n return if (this > maximumValue) maximumValue
else this\n}\n\n/**\n * Ensures that this value is not greater than the specified [maximumValue].\n * \n * @return
this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n * \n * @sample
samples.comparisons.ComparableOps.coerceAtMostUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
UShort.coerceAtMost(maximumValue: UShort): UShort {\n return if (this > maximumValue) maximumValue
else this\n}\n\n/**\n * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].\n * \n
* @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or
[maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {\n if (minimumValue > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than
minimum $minimumValue.")\n if (this < minimumValue) return minimumValue\n if (this > maximumValue)
return maximumValue\n return this\n}\n\n/**\n * Ensures that this value lies in the specified range
[minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range, or [minimumValue] if this value
is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].\n * \n * @sample
samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {\n if (minimumValue >
maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range:
maximum $maximumValue is less than minimum $minimumValue.")\n if (this < minimumValue) return
minimumValue\n if (this > maximumValue) return maximumValue\n return this\n}\n\n/**\n * Ensures that this
value lies in the specified range [minimumValue]..[maximumValue].\n * \n * @return this value if it's in the range,
or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
[maximumValue].\n * \n * @sample samples.comparisons.ComparableOps.coerceInUnsigned\n
*/\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun

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UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
 if (minimumValue >
 maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum
 $maximumValue is less than minimum $minimumValue.")
 if (this < minimumValue) return minimumValue
 if (this > maximumValue) return maximumValue
 return this
}

/** Ensures that this value
 lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or
 [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than
 [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun

UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
 if (minimumValue >
 maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum
 $maximumValue is less than minimum $minimumValue.")
 if (this < minimumValue) return minimumValue
 if (this > maximumValue) return maximumValue
 return this
}

/** Ensures that this value lies in the
 specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than
 `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun

UInt.coerceIn(range: ClosedRange<UInt>): UInt {
 if (range is ClosedFloatingPointRange) {
 return
 this.coerceIn<UInt>(range)
 }
 if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to
 an empty range: $range.")
 return when {
 this < range.start -> range.start
 this > range.endInclusive -
 > range.endInclusive
 else -> this
 }
}

/** Ensures that this value lies in the specified [range].
 * @return this value if it's in the [range], or `range.start` if this value is less than `range.start`, or
 `range.endInclusive` if this value is greater than `range.endInclusive`.
 * @sample
 samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedTypes::class)
public fun

ULong.coerceIn(range:
 ClosedRange<ULong>): ULong {
 if (range is ClosedFloatingPointRange) {
 return
 this.coerceIn<ULong>(range)
 }
 if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value
 to an empty range: $range.")
 return when {
 this < range.start -> range.start
 this >
 range.endInclusive -> range.endInclusive
 else -> this
 }
}

/** Copyright 2010-2023 JetBrains
 s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0
 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("USequencesKt")
package
kotlin.sequences

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt
// See:
// https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib
nimport kotlin.random.*

/** Returns the
 sum of all elements in the sequence.
 * @return The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsignedT
ypes::class)
public fun Sequence<UInt>.sum(): UInt {
 var sum: UInt = 0u
 for (element in this) {
 sum
 += element
 }
 return sum
}

/** Returns the sum of all elements in the sequence.
 * @return The
 operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned
Types::class)
public fun Sequence<ULong>.sum(): ULong {
 var sum: ULong = 0uL
 for (element in this)
 {
 sum += element
 }
 return sum
}

/** Returns the sum of all elements in the sequence.
 * @return
 The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned
Types::class)
public fun Sequence<UByte>.sum(): UInt {
 var sum: UInt = 0u
 for (element in this) {
 sum
 += element
 }
 return sum
}

/** Returns
 the sum of all elements in the sequence.
 * @return The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.5")
@WasExperimental(ExperimentalUnsigned

```

```

Types::class\npublic fun Sequence<UShort>.sum(): UInt {\n var sum: UInt = 0u\n for (element in this) {\n sum += element\n }\n return sum\n}\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\npublic expect open class Error : Throwable {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class Exception : Throwable {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class RuntimeException : Exception {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IllegalArgumentException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IllegalStateException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class IndexOutOfBoundsException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class ConcurrentModificationException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class UnsupportedOperationException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\npublic expect open class NumberFormatException : IllegalArgumentException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class NullPointerException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class ClassCastException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\npublic expect open class AssertionError : Error {\n constructor()\n constructor(message: Any?)\n}\n\n@SinceKotlin("1.9")\n constructor(message: String?, cause: Throwable?)\n}\n\npublic expect open class NoSuchElementException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\n@SinceKotlin("1.3")\npublic expect open class ArithmeticException : RuntimeException {\n constructor()\n constructor(message: String?)\n}\n\n@Deprecated("This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)\npublic expect open class NoWhenBranchMatchedException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\n@Deprecated("This exception type is not supposed to be thrown or caught in common code and will be removed from kotlin-stdlib-common soon.", level = DeprecationLevel.ERROR)\npublic expect class UninitializedPropertyAccessException : RuntimeException {\n constructor()\n constructor(message: String?)\n constructor(message: String?, cause: Throwable?)\n constructor(cause: Throwable?)\n}\n\n/**\n * Thrown after invocation of a function or property that was expected to return `Nothing`, but returned something instead.\n */\n\n@SinceKotlin("1.4")\n@PublishedApi\ninternal class KotlinNothingValueException : RuntimeException {\n constructor() : super()\n constructor(message: String?) : super(message)\n constructor(message: String?, cause: Throwable?) : super(message, cause)\n constructor(cause: Throwable?) : super(cause)\n}\n\n/**\n * Returns the detailed description of this throwable with its stack trace.\n * The detailed description includes:\n * - the short description (see [Throwable.toString]) of this throwable;\n * - the complete stack trace;\n * - detailed descriptions of the exceptions that were [suppressed][suppressedExceptions] in order to deliver this exception;\n * - the detailed description of each throwable in the [Throwable.cause] chain.\n */\n\n@SinceKotlin("1.4")\npublic expect fun Throwable.stackTraceToString(): String\n\n/**\n * Prints the [detailed description][Throwable.stackTraceToString] of this throwable to the standard output or standard error output.\n */\n\n@SinceKotlin("1.4")\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\npublic

```

```

expect fun Throwable.printStackTrace(): Unit\n\n/**\n * When supported by the platform, adds the specified
exception to the list of exceptions that were\n * suppressed in order to deliver this exception.\n
*/\n@SinceKotlin("1.4")\n@Suppress("EXTENSION_SHADOWED_BY_MEMBER")\npublic expect fun
Throwable.addSuppressed(exception: Throwable)\n\n/**\n * Returns a list of all exceptions that were suppressed in
order to deliver this exception.\n * The list can be empty:\n * - if no exceptions were suppressed;\n * - if the
platform doesn't support suppressed exceptions;\n * - if this [Throwable] instance has disabled the suppression.\n
/\n@SinceKotlin("1.4")\npublic expect val Throwable.suppressedExceptions: List<Throwable>\n","/\n *
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt
file.\n */\n\npackage kotlin.js\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * Gives a declaration (a
function, a property or a class) specific name in JavaScript.\n */\n@Target(CLASS, FUNCTION, PROPERTY,
CONSTRUCTOR, PROPERTY_GETTER, PROPERTY_SETTER)\n@OptionalExpectation\npublic expect
annotation class JsName(val name: String)\n\n/**\n * Marks experimental JS export annotations.\n */\n * Note that
behavior of these annotations will likely be changed in the future.\n */\n * Usages of such annotations will be
reported as warnings unless an explicit opt-in with\n * the [OptIn] annotation, e.g.
`@OptIn(ExperimentalJsExport::class)`,\n * or with the `-opt-in=kotlin.js.ExperimentalJsExport` compiler option is
given.\n */\n@RequiresOptIn(level =
RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Since
Kotlin("1.4")\npublic annotation class ExperimentalJsExport\n\n/**\n * Exports top-level declaration on JS
platform.\n */\n * Compiled
module exposes declarations that are marked with this annotation without name mangling.\n */\n * This annotation
can be applied to either files or top-level declarations.\n */\n * It is currently prohibited to export the following kinds
of declarations:\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend
functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * *
annotation classes\n */\n * Signatures of exported declarations must only contain `exportable` types:\n * *
`dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`,
`ShortArray`, `IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with
exportable parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable
counterparts of types above\n * * Unit return type. Must not be
nullable\n */\n * This annotation is experimental, meaning that restrictions mentioned above are subject to change.\n
*/\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY,
FUNCTION, FILE)\n@SinceKotlin("1.4")\n@OptionalExpectation\npublic expect annotation class JsExport() {\n
/*\n * The annotation prevents exporting the annotated member of an exported class.\n * This annotation is
experimental, meaning that the restrictions mentioned above are subject to change.\n */\n
@ExperimentalJsExport\n @Retention(AnnotationRetention.BINARY)\n @Target(CLASS, PROPERTY,
FUNCTION)\n @SinceKotlin("1.8")\n @OptionalExpectation\n public annotation class
Ignore()\n}\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.io\n\n/**\n * Prints the line separator
to the standard output stream.\n */\npublic expect fun println()\n\n/**\n * Prints the given [message] and the line
separator to the standard output stream.\n */\npublic expect fun println(message: Any?)\n\n/**\n * Prints the given
[message] to the standard output stream.\n */\npublic expect fun print(message: Any?)\n\n/**\n * Reads a line of input
from the standard input stream and returns it,\n * or throws a [RuntimeException] if EOF has already been reached
when [readLn] is called.\n * LF or CRLF is treated as the line terminator. Line terminator is not included in the
returned string.\n */\n * Currently this function is not supported in Kotlin/JS and throws
[UnsupportedOperationException].\n */\n@SinceKotlin("1.6")\npublic expect fun readLn(): String\n\n/**\n * Reads a
line of input from the standard input stream and returns it,\n * or return `null` if EOF has already been
reached when [readLnOrNull] is called.\n * LF or CRLF is treated as the line terminator. Line terminator is not

```





```

Access Operations\n /**\n * Returns the element at the specified index in the list.\n */\n public operator fun
get(index: Int): E\n // Search Operations\n /**\n * Returns the index of the first occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
indexOf(element: @UnsafeVariance E): Int\n\n /**\n * Returns the index of the last occurrence of the specified
element in the list, or -1 if the specified\n * element is not contained in the list.\n */\n public fun
lastIndexOf(element: @UnsafeVariance E): Int\n\n //
List Iterators\n /**\n * Returns a list iterator over the elements in this list (in proper sequence).\n */\n
public fun listIterator(): ListIterator<E>\n\n /**\n * Returns a list iterator over the elements in this list (in proper
sequence), starting at the specified [index].\n */\n public fun listIterator(index: Int): ListIterator<E>\n\n //
View\n /**\n * Returns a view of the portion of this list between the specified [fromIndex] (inclusive) and
[toIndex] (exclusive).\n * The returned list is backed by this list, so non-structural changes in the returned list are
reflected in this list, and vice-versa.\n */\n * Structural changes in the base list make the behavior of the view
undefined.\n */\n public fun subList(fromIndex: Int, toIndex: Int): List<E>\n\n /**\n * A generic ordered
collection of elements that supports adding and removing elements.\n * @param E the type of elements contained in
the list. The mutable list is invariant
in its element type.\n */\n public interface MutableList<E> : List<E>, MutableCollection<E> {\n // Modification
Operations\n /**\n * Adds the specified element to the end of this list.\n */\n * @return `true` because the
list is always modified as the result of this operation.\n */\n override fun add(element: E): Boolean\n\n
override fun remove(element: E): Boolean\n\n // Bulk Modification Operations\n /**\n * Adds all of the
elements of the specified collection to the end of this list.\n */\n * The elements are appended in the order they
appear in the [elements] collection.\n */\n * @return `true` if the list was changed as the result of the
operation.\n */\n override fun addAll(elements: Collection<E>): Boolean\n\n /**\n * Inserts all of the
elements of the specified collection [elements] into this list at the specified [index].\n */\n * @return `true` if the
list was changed as the result of the operation.\n
*/\n public fun addAll(index: Int, elements: Collection<E>): Boolean\n\n override fun removeAll(elements:
Collection<E>): Boolean\n\n override fun retainAll(elements: Collection<E>): Boolean\n\n override fun clear():
Unit\n\n // Positional Access Operations\n /**\n * Replaces the element at the specified position in this list
with the specified element.\n */\n * @return the element previously at the specified position.\n */\n public
operator fun set(index: Int, element: E): E\n\n /**\n * Inserts an element into the list at the specified [index].\n
*/\n public fun add(index: Int, element: E): Unit\n\n /**\n * Removes an element at the specified [index] from
the list.\n */\n * @return the element that has been removed.\n */\n public fun removeAt(index: Int): E\n\n // List Iterators\n
override fun listIterator(): MutableListIterator<E>\n\n override fun listIterator(index: Int):
MutableListIterator<E>\n\n // View\n override fun subList(fromIndex: Int, toIndex: Int): MutableList<E>\n\n /**\n * A generic unordered
collection of elements that does not support duplicate elements.\n * Methods in this interface support only read-only
access to the set;\n * read/write access is supported through the [MutableSet] interface.\n * @param E the type of
elements contained in the set. The set is covariant in its element type.\n */\n public interface Set<out E> :
Collection<E> {\n // Query Operations\n\n override val size: Int\n\n override fun isEmpty(): Boolean\n\n
override fun contains(element: @UnsafeVariance E): Boolean\n\n override fun iterator(): Iterator<E>\n\n // Bulk
Operations\n\n override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean\n\n\n /**\n * A
generic unordered collection of elements that does not support duplicate elements, and supports\n * adding and
removing elements.\n * @param E the type of elements contained in the set. The mutable set is invariant
in its element type.\n */\n public interface MutableSet<E> : Set<E>, MutableCollection<E> {\n // Query
Operations\n\n override fun iterator(): MutableIterator<E>\n\n // Modification Operations\n\n /**\n * Adds
the specified element to the set.\n */\n * @return `true` if the element has been added, `false` if the element is
already contained in the set.\n */\n override fun add(element: E): Boolean\n\n override fun remove(element:
E): Boolean\n\n // Bulk Modification Operations\n\n override fun addAll(elements: Collection<E>): Boolean\n\n
override fun removeAll(elements: Collection<E>): Boolean\n\n override fun retainAll(elements: Collection<E>):

```

```

Boolean override fun clear(): Unit {
 /**
 * A collection that holds pairs of objects (keys and values) and
 * supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one
 * value for each key.
 * Methods in this interface support only read-only
 * access to the map; read-write access is supported through the [MutableMap] interface.
 * @param K the type
 * of map keys. The map is invariant in its key type, as it can accept key as a parameter (of [containsKey] for
 * example) and return it in [keys] set.
 * @param V the type of map values. The map is covariant in its value type.
 */
 public interface Map<K, out V> {
 // Query Operations
 /**
 * Returns the number of key/value pairs
 * in the map.
 */
 public val size: Int

 /**
 * Returns `true` if the map is empty (contains no elements),
 * `false` otherwise.
 */
 public fun isEmpty(): Boolean

 /**
 * Returns `true` if the map contains the
 * specified [key].
 */
 public fun containsKey(key: K): Boolean

 /**
 * Returns `true` if the map maps
 * one or more keys to the specified [value].
 */
 public fun containsValue(value: @UnsafeVariance V):
 Boolean

 /**
 * Returns the value corresponding
 * to the given [key], or `null` if such a key is not present in the map.
 */
 public operator fun get(key: K):
 V?

 /**
 * Returns the value corresponding to the given [key], or [defaultValue] if such a key is not present
 * in the map.
 * @since JDK 1.8
 */
 @SinceKotlin("1.1")
 @PlatformDependent
 public fun
 getOrDefault(key: K, defaultValue: @UnsafeVariance V): V {
 // See default implementation in JDK
 sources.throw NotImplementedError()
 }

 // Views
 /**
 * Returns a read-only [Set] of all keys
 * in this map.
 */
 public val keys: Set<K>

 /**
 * Returns a read-only [Collection] of all values in this
 * map. Note that this collection may contain duplicate values.
 */
 public val values: Collection<V>

 /**
 * Returns a read-only [Set] of all key/value pairs in this map.
 */
 public val entries: Set<Map.Entry<K,
 V>>

 /**
 * Represents a key/value
 * pair held by a [Map].
 */
 public interface Entry<out K, out V> {
 /**
 * Returns the key of this
 * key/value pair.
 */
 public val key: K

 /**
 * Returns the value of this key/value pair.
 */
 public val value: V
 }

 /**
 * A modifiable collection that holds pairs of objects (keys and values)
 * and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only
 * one value for each key.
 * @param K the type of map keys. The map is invariant in its key type.
 * @param V the type of map values. The mutable map is invariant in its value type.
 */
 public interface MutableMap<K, V> :
 Map<K, V> {
 // Modification Operations
 /**
 * Associates the specified [value] with the specified [key]
 * in the map.
 * @return the previous value associated with the key, or `null` if the key was not present in
 * the map.
 */
 public fun
 put(key: K, value: V): V?

 /**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 */
 public fun
 remove(key: K): V?

 /**
 * Removes the entry for the specified key only if it is mapped to the
 * specified value.
 * @return true if entry was removed
 */
 @SinceKotlin("1.1")
 @PlatformDependent
 public fun
 remove(key: K, value: V): Boolean {
 // See default implementation in
 JDK sources
 return true
 }

 // Bulk Modification Operations
 /**
 * Updates this map with
 * key/value pairs from the specified map [from].
 */
 public fun
 putAll(from: Map<out K, V>): Unit

 /**
 * Removes all elements from this map.
 */
 public fun
 clear(): Unit

 // Views
 /**
 * Returns a
 * [MutableSet] of all keys in this map.
 */
 override
 val keys: MutableSet<K>

 /**
 * Returns a [MutableCollection] of all values in this map. Note that this
 * collection may contain duplicate values.
 */
 override
 val values: MutableCollection<V>

 /**
 * Returns a [MutableSet] of all key/value pairs in this map.
 */
 override
 val entries:
 MutableSet<MutableMap.MutableEntry<K, V>>

 /**
 * Represents a key/value pair held by a
 * [MutableMap].
 */
 public interface MutableEntry<K, V> : Map.Entry<K, V> {
 /**
 * Changes
 * the value associated with the key of this entry.
 * @return the previous value corresponding to the
 * key.
 */
 public fun
 setValue(newValue: V): V
 }
 }
 }

 /**
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 * Licensed under the Apache License, Version 2.0 (the "License");
 * you may not use this file except
 * in compliance with the License.
 * You may obtain a copy of the License at
 */
}

```

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```
* Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
package kotlin
* The type with only one value: the `Unit` object. This type corresponds to the `void` type in Java.
public object Unit {
 override fun toString() = "kotlin.Unit"
}
* Copyright 2010-2015 JetBrains s.r.o. Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0 Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS,
```

```
* WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied. See the License for the specific language governing permissions and limitations under the License.
package kotlin.annotation
import kotlin.annotation.AnnotationTarget
* Contains the list of code elements which are the possible annotation targets
public enum class AnnotationTarget {
 /** Class, interface or object, annotation class is also included */
 CLASS,
 /** Annotation class only */
 ANNOTATION_CLASS,
 /** Generic type parameter */
 TYPE_PARAMETER,
 /** Property */
 PROPERTY,
 /** Field, including property's backing field */
 FIELD,
 /** Local variable */
 LOCAL_VARIABLE,
 /** Value parameter of a function or a constructor */
 VALUE_PARAMETER,
 /** Constructor only (primary or secondary) */
 CONSTRUCTOR,
 /** Function (constructors are not included) */
 FUNCTION,
 /** Property getter only */
 PROPERTY_GETTER,
```

```
 /** Property setter only */
 PROPERTY_SETTER,
 /** Type usage */
 TYPE,
 /** Any expression */
 EXPRESSION,
 /** File */
 FILE,
 /** Type alias */
 TYPEALIAS
}
* Contains the list of possible annotation's retentions. Determines how an annotation is stored in binary output.
public enum class AnnotationRetention {
 /** Annotation isn't stored in binary output */
 SOURCE,
 /** Annotation is stored in binary output, but invisible for reflection */
 BINARY,
 /** Annotation is stored in binary output and visible for reflection (default retention) */
 RUNTIME
}
* This meta-annotation indicates the kinds of code elements which are possible targets of an annotation. If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements: [CLASS], [PROPERTY], [FIELD], [LOCAL_VARIABLE],
```

```
[VALUE_PARAMETER], [CONSTRUCTOR], [FUNCTION], [PROPERTY_GETTER], [PROPERTY_SETTER].
* @property allowedTargets list of allowed annotation targets
@Target(AnnotationTarget.ANNOTATION_CLASS)
@MustBeDocumented
public annotation class Target(vararg val allowedTargets: AnnotationTarget)
* This meta-annotation determines whether an annotation is stored in binary output and visible for reflection. By default, both are true.
* @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)
* This meta-annotation determines that an annotation is applicable twice or more on a single code element
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable
* This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented
}
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```

```
@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
 null -> {
 val arr: Array<dynamic> = array
 object : Iterator<dynamic> {
 var index = 0

```

```

override fun hasNext() = index < arr.size\n override fun next() = if (index < arr.size) arr[index++] else throw
NoSuchElementException("\$index")\n }\n }\n \"BooleanArray\" -> booleanArrayIterator(array)\n \"ByteArray\" -> byteArrayIterator(array)\n \"ShortArray\" -> shortArrayIterator(array)\n \"CharArray\" ->
charArrayIterator(array)\n \"IntArray\" -> intArrayIterator(array)\n \"LongArray\" -> longArrayIterator(array)\n \"FloatArray\" ->
floatArrayIterator(array)\n \"DoubleArray\" -> doubleArrayIterator(array)\n else -> throw
IllegalStateException(\"Unsupported type argument for arrayIterator:
$type\")\n}\n\n@JsName(\"booleanArrayIterator\")\ninternal fun booleanArrayIterator(array: BooleanArray) =
object : BooleanIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun
nextBoolean() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"byteArrayIterator\")\ninternal fun byteArrayIterator(array:
ByteArray) = object : ByteIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override
fun nextByte() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"shortArrayIterator\")\ninternal fun
shortArrayIterator(array: ShortArray) = object
: ShortIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun nextShort() = if
(index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"charArrayIterator\")\ninternal fun charArrayIterator(array:
CharArray) = object : CharIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override
fun nextChar() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"intArrayIterator\")\ninternal fun intArrayIterator(array:
IntArray) = object : IntIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n override fun
nextInt() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"floatArrayIterator\")\ninternal fun
floatArrayIterator(array: FloatArray) = object : FloatIterator() {\n var index = 0\n override fun hasNext() = index
< array.size\n override
fun nextFloat() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"doubleArrayIterator\")\ninternal fun
doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {\n var index = 0\n override fun hasNext()
= index < array.size\n override fun nextDouble() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"longArrayIterator\")\ninternal fun longArrayIterator(array:
LongArray) = object : LongIterator() {\n var index = 0\n override fun hasNext() = index < array.size\n
override fun nextLong() = if (index < array.size) array[index++] else throw
NoSuchElementException("\$index")\n}\n\n@JsName(\"PropertyMetadata\")\ninternal class
PropertyMetadata(@JsName(\"callableName\") val name:
String)\n\n@JsName(\"noWhenBranchMatched\")\ninternal fun noWhenBranchMatched(): Nothing = throw
NoWhenBranchMatchedException()\n\n@JsName(\"subSequence\")\ninternal fun subSequence(c:
CharSequence, startIndex: Int, endIndex: Int): CharSequence {\n if (c is String) {\n return
c.substring(startIndex, endIndex)\n } else {\n return c.asDynamic().`subSequence_vux9f0$`(startIndex,
endIndex)\n }\n}\n\n@JsName(\"captureStack\")\ninternal fun
captureStack(@Suppress(\"UNUSED_PARAMETER\") baseClass: JsClass<in Throwable>, instance: Throwable)
{\n if (js(\"Error\").captureStackTrace) {\n // Using uncropped stack traces due to KT-37563.\n // Precise
stack traces are implemented in JS IR compiler and stdlib\n js(\"Error\").captureStackTrace(instance);\n } else
{\n instance.asDynamic().stack = js(\"new Error()\").stack;\n }\n}\n\n@JsName(\"newThrowable\")\ninternal
fun newThrowable(message: String?, cause: Throwable?): Throwable {\n val throwable = js(\"new Error()\")\n
throwable.message = if (jsTypeOf(message) == \"undefined\") {\n if (cause != null) cause.toString() else null\n
} else {\n message\n}

```

```

}
throwable.cause = cause
throwable.name = "Throwable"
return
throwable
}
@JsName("BoxedChar")
internal class BoxedChar(val c: Int) : Comparable<Int> {
 override fun equals(other: Any?): Boolean {
 return other is BoxedChar && c == other.c
 }
 override fun hashCode(): Int {
 return c
 }
 override fun toString(): String {
 return js("this.c").unsafeCast<Char>().toString()
 }
 override fun compareTo(other: Int): Int {
 return js("this.c - other").unsafeCast<Int>()
 }
}
@JsName("valueOf")
public fun valueOf(): Int {
 return c
}
@kotlin.internal.InlineOnly
internal inline fun <T> concat(args: Array<T>): T {
 val typed = js("Array")(args.size)
 for (i in args.indices) {
 val arr = args[i]
 if (arr !is Array<*>) {
 typed[i] = js("[]").slice.call(arr)
 } else {
 typed[i] = arr
 }
 }
 return js("[]").concat.apply(js("[]"), typed)
}
/** Concat regular Array's and TypedArray's into an Array.
 * @PublishedApi
 * @JsName("arrayConcat")
 * @Suppress("UNUSED_PARAMETER")
 * internal fun <T> arrayConcat(a: T, b: T): T {
 return concat(js("arguments"))
}
/** Concat primitive arrays. Main use:
 * prepare vararg arguments.
 * For compatibility with 1.1.0 the arguments may be a mixture of Array's and
 * TypedArray's.
 * If the first argument is TypedArray (Byte-, Short-, Char-, Int-, Float-, and DoubleArray)
 * returns a TypedArray, otherwise an Array.
 * If the first argument has the $type$ property (Boolean-, Char-, and
 * LongArray) copy its value to result.$type$.
 * If the first argument is a regular Array without the $type$ property
 * default to arrayConcat.
 * @PublishedApi
 * @JsName("primitiveArrayConcat")
 * @Suppress("UNUSED_PARAMETER")
 * internal fun <T> primitiveArrayConcat(a: T, b: T): T {
 val args: Array<T> = js("arguments")
 if (a is Array<*> && a.asDynamic().`$type$` === undefined) {
 return concat(args)
 } else {
 var size = 0
 for (i in args.indices) {
 size += args[i].asDynamic().length as Int
 }
 val result = js("new a.constructor(size)")
 kotlin.copyArrayType(a, result)
 size = 0
 for (i in args.indices) {
 val arr = args[i].asDynamic()
 for (j in 0 until arr.length) {
 result[size++] = arr[j]
 }
 }
 return result
 }
}
@JsName("booleanArrayOf")
internal fun booleanArrayOf() =
withType("BooleanArray", js("[]").slice.call(arguments))
@JsName("charArrayOf")
internal fun charArrayOf() = withType("CharArray", js("new
Uint16Array(arguments)"))
@JsName("longArrayOf")
internal fun longArrayOf() =
withType("LongArray",
js("[]").slice.call(arguments))
@JsName("withType")
@kotlin.internal.InlineOnly
internal inline fun
withType(type:
String, array: dynamic): dynamic {
 array.`$type$` = type
 return array
}
"/
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Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @npackage kotlin.js
 * Function
corresponding to JavaScript's `typeof` operator
 * @kotlin.internal.InlineOnly
 * @Suppress("UNUSED_PARAMETER")
 * public inline fun jsTypeOf(a: Any?):
String = js("typeof a")
"/
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contributors.
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license/LICENSE.txt file.
 * @file:Suppress("UNUSED_PARAMETER",
"NOTHING_TO_INLINE")
 * @npackage kotlin
 * Returns an empty array of the specified type [T].
 * @public inline fun <T> emptyArray(): Array<T> = js("[]")
 * @library
 * public fun <T> arrayOf(vararg
elements:
T): Array<T> = definedExternally
 * @library
 * public fun doubleArrayOf(vararg elements: Double): DoubleArray
= definedExternally
 * @library
 * public fun floatArrayOf(vararg elements: Float): FloatArray =
definedExternally
 * @library
 * public fun longArrayOf(vararg elements: Long): LongArray =
definedExternally
 * @library
 * public fun intArrayOf(vararg elements: Int): IntArray =
definedExternally
 * @library
 * public fun charArrayOf(vararg elements: Char): CharArray =
definedExternally
 * @library
 * public fun shortArrayOf(vararg elements: Short): ShortArray =
definedExternally
 * @library
 * public fun byteArrayOf(vararg elements: Byte): ByteArray =

```

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definedExternally\n\n@library\npublic fun booleanArrayOf(vararg elements: Boolean): BooleanArray =
definedExternally\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization function
[initializer].\n *\npublic actual fun <T> lazy(initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n/**\n *
Creates a new
instance of the [Lazy] that uses the specified initialization function [initializer].\n *\n * The [mode] parameter is
ignored. *\npublic actual fun <T> lazy(mode: LazyThreadSafetyMode, initializer: () -> T): Lazy<T> =
UnsafeLazyImpl(initializer)\n\n/**\n * Creates a new instance of the [Lazy] that uses the specified initialization
function [initializer].\n *\n * The [lock] parameter is ignored.\n *\npublic actual fun <T> lazy(lock: Any?,
initializer: () -> T): Lazy<T> = UnsafeLazyImpl(initializer)\n\n\ninternal fun fillFrom(src: dynamic, dst: dynamic):
dynamic {\n val srcLen: Int = src.length\n val dstLen: Int = dst.length\n var index: Int = 0\n while (index <
srcLen && index < dstLen) dst[index] = src[index++]\n return dst\n}\n\n\ninternal fun arrayCopyResize(source:
dynamic, newSize: Int, defaultValue: Any?): dynamic {\n val result = source.slice(0, newSize)\n
copyArrayType(source, result)\n var index: Int = source.length\n if (newSize > index) {\n
result.length = newSize\n while (index < newSize) result[index++] = defaultValue\n }\n return
result\n}\n\n\ninternal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {\n val
result = array.slice()\n result.length += collection.size\n copyArrayType(array, result)\n var index: Int =
array.length\n for (element in collection) result[index++] = element\n return result\n}\n\n\ninternal fun <T>
fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {\n var index = startIndex\n
for (element in collection) dst[index++] = element\n return dst\n}\n\n\ninternal inline fun copyArrayType(from:
dynamic, to: dynamic) {\n if (from.`$type$` !== undefined) {\n to.`$type$` = from.`$type$`\n
}\n}\n\n\ninternal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass),"/*\n *
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of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin\n\n/**\n * Creates a Char with the specified [code].\n *\n * @sample
samples.text.Chars.charFromCode\n
*\n\n@SinceKotlin("1.5")\n\n@WasExperimental(ExperimentalStdlibApi::class)\n\n@kotlin.internal.InlineOnly\n\npubli
c actual inline fun Char(code: UShort): Char {\n return code.toInt().toChar()\n}\n\n",/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.coroutines\n\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@SinceKotlin("1.3")\n\n@JsName("CoroutineImpl")\n\ninternal abstract class CoroutineImpl(private val resultContinuation: Continuation<Any?>) : Continuation<Any?>
{\n protected var state = 0\n protected var exceptionState = 0\n protected var result: Any? =
null\n protected var exception: Throwable? = null\n protected var finallyPath: Array<Int>? = null\n\n public
override val context: CoroutineContext = resultContinuation.context\n\n private var intercepted_:
Continuation<Any?>? = null\n\n public fun intercepted(): Continuation<Any?> =\n intercepted_ \n ?:
(context[ContinuationInterceptor]?.interceptContinuation(this) ?: this)\n .also { intercepted_ = it }\n\n
override fun resumeWith(result: Result<Any?>) {\n var current = this\n var currentResult: Any? =
result.getOrNull()\n var currentException: Throwable? = result.exceptionOrNull()\n // This loop unrolls
recursion in current.resumeWith(param) to make saner and shorter stack traces on resume\n while (true) {\n
with(current) {\n val completion = resultContinuation\n // Set result and exception fields in
the current continuation\n if (currentException
== null) {\n this.result = currentResult\n } else {\n state = exceptionState\n
exception = currentException\n }\n try {\n val outcome = doResume()\n
if (outcome === COROUTINE_SUSPENDED) return\n currentResult = outcome\n
currentException = null\n } catch (exception: dynamic) { // Catch all exceptions\n
currentResult = null\n currentException = exception.unsafeCast<Throwable>()\n }\n\n
releaseIntercepted() // this state machine instance is terminating\n if (completion is CoroutineImpl) {\n
// unrolling recursion via loop\n current = completion\n } else {\n // top-

```

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level completion reached -- invoke and return\n currentException?.let
{\n completion.resumeWithException(it)\n } ?: completion.resume(currentResult)\n
return\n }\n }\n }\n }\n\n private fun releaseIntercepted() {\n val intercepted =
intercepted_\n if (intercepted != null && intercepted !== this) {\n
context[ContinuationInterceptor]!!.releaseInterceptedContinuation(intercepted)\n }\n this.intercepted_ =
CompletedContinuation // just in case\n }\n\n protected abstract fun doResume(): Any?\n}\n\ninternal object
CompletedContinuation : Continuation<Any?> {\n override val context: CoroutineContext\n get() =
error("This continuation is already complete")\n\n override fun resumeWith(result: Result<Any?>) {\n
error("This continuation is already complete")\n }\n\n override fun toString(): String = "This continuation is
already complete"\n}\n\n"/**\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\n@file:Suppress("UNCHECKED_CAST",
"RedundantVisibilityModifier")\n\npackage kotlin\n\nimport kotlin.contracts.*\nimport
kotlin.internal.InlineOnly\nimport kotlin.jvm.JvmField\nimport kotlin.jvm.JvmInline\nimport
kotlin.jvm.JvmName\n\n/**\n * A discriminated union that encapsulates a successful outcome with a value of type
[T]\n * or a failure with an arbitrary [Throwable] exception.\n */\n\n@SinceKotlin("1.3")\n@JvmInline\npublic
value class Result<out T> @PublishedApi internal constructor(\n @PublishedApi\n internal val value: Any?\n) :
Serializable {\n // discovery\n\n /**\n * Returns `true` if this instance represents a successful outcome.\n *
In this case [isFailure] returns `false`.\n */\n public val isSuccess: Boolean\n get() = value !is Failure\n\n /**\n * Returns
`true` if this instance represents a failed outcome.\n * In this case [isSuccess] returns `false`.\n */\n public val
isFailure: Boolean\n get() = value is Failure\n\n // value & exception retrieval\n\n /**\n * Returns the
encapsulated value if this instance represents [success][Result.isSuccess] or `null`\n * if it is
[failure][Result.isFailure].\n */\n * This function is a shorthand for `getOrElse { null }` (see [getOrElse]) or\n
* `fold(onSuccess = { it }, onFailure = { null })` (see [fold]).\n */\n @InlineOnly\n public inline fun
getOrNull(): T? =\n when {\n isFailure -> null\n else -> value as T\n }\n\n /**\n *
Returns the encapsulated [Throwable] exception if this instance represents [failure][isFailure] or `null`\n * if it is
[success][isSuccess].\n */\n * This function is a shorthand for `fold(onSuccess = { null }, onFailure = { it })`
(see [fold]).\n */\n public fun exceptionOrNull():
Throwable? =\n when (value) {\n is Failure -> value.exception\n else -> null\n }\n\n /**\n *
Returns a string `Success(v)` if this instance represents [success][Result.isSuccess]\n * where `v` is a string
representation of the value or a string `Failure(x)` if\n * it is [failure][isFailure] where `x` is a string
representation of the exception.\n */\n public override fun toString(): String =\n when (value) {\n is
Failure -> value.toString() // "Failure($exception)"
 else -> "Success($value)"
 }\n\n // companion
with constructors\n\n /**\n * Companion object for [Result] class that contains its constructor functions\n *
[success] and [failure].\n */\n @JvmName("success")\n public companion object {\n /**\n * Returns an instance that
encapsulates the given [value] as successful value.\n */\n @Suppress("INAPPLICABLE_JVM_NAME")\n @InlineOnly\n
 @JvmName("success")\n public inline fun <T> success(value: T): Result<T> =\n Result(value)\n\n /**\n * Returns an instance that encapsulates the given [Throwable] [exception] as
failure.\n */\n @Suppress("INAPPLICABLE_JVM_NAME")\n @InlineOnly\n
 @JvmName("failure")\n public inline fun <T> failure(exception: Throwable): Result<T> =\n Result(createFailure(exception))\n }\n\n internal class Failure(\n @JvmField\n val exception:
Throwable\n) : Serializable {\n override fun equals(other: Any?): Boolean = other is Failure && exception
== other.exception\n override fun hashCode(): Int = exception.hashCode()\n override fun toString(): String
= "Failure($exception)"
 }\n\n /**\n * Creates an instance of internal marker [Result.Failure] class to\n *
make sure that this class is not exposed in ABI.\n */\n @PublishedApi\n @SinceKotlin("1.3")\n internal

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fun createFailure(exception: Throwable): Any = \n Result.Failure(exception)\n\n/**\n * Throws exception if the
result is failure. This internal function minimizes\n * inlined bytecode for [getOrThrow] and makes sure that in the
future we can\n * add some exception-augmenting logic here (if needed).\n
/\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun Result<>.throwOnFailure() {\n if (value is
Result.Failure) throw value.exception\n}\n\n/**\n * Calls the specified function [block] and returns its encapsulated
result if invocation was successful,\n * catching any [Throwable] exception that was thrown from the [block]
function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun
<R> runCatching(block: () -> R): Result<R> {\n return try {\n Result.success(block())\n } catch (e:
Throwable) {\n Result.failure(e)\n }\n}\n\n/**\n * Calls the specified function [block] with `this` value as its
receiver and returns
its encapsulated result if invocation was successful,\n * catching any [Throwable] exception that was thrown from
the [block] function execution and encapsulating it as a failure.\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic
inline fun <T, R> T.runCatching(block: T.() -> R): Result<R> {\n return try {\n Result.success(block())\n }
catch (e: Throwable) {\n Result.failure(e)\n }\n}\n\n// extensions ---\n\n/**\n * Returns the encapsulated
value if this instance represents [success][Result.isSuccess] or throws the encapsulated [Throwable] exception\n * if
it is [failure][Result.isFailure].\n */\n * This function is a shorthand for `getOrElse { throw it }` (see [getOrElse]).\n
*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.getOrThrow(): T {\n
throwOnFailure()\n return value as T\n}\n\n/**\n * Returns the encapsulated value if this instance represents
[success][Result.isSuccess] or the\n * result of [onFailure] function for the
encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n */\n * Note, that this function rethrows any
[Throwable] exception thrown by [onFailure] function.\n */\n * This function is a shorthand for `fold(onSuccess = {
it }, onFailure = onFailure)` (see [fold]).\n */\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R>
Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {\n contract {\n callsInPlace(onFailure,
InvocationKind.AT_MOST_ONCE)\n }\n return when (val exception = exceptionOrNull()) {\n null ->
value as T\n else -> onFailure(exception)\n }\n}\n\n/**\n * Returns the encapsulated value if this instance
represents [success][Result.isSuccess] or the\n * [defaultValue] if it is [failure][Result.isFailure].\n */\n * This
function is a shorthand for `getOrElse { defaultValue }` (see [getOrElse]).\n
*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R):
R {\n
 if (isFailure) return defaultValue\n return value as T\n}\n\n/**\n * Returns the result of [onSuccess] for the
encapsulated value if this instance represents [success][Result.isSuccess]\n * or the result of [onFailure] function for
the encapsulated [Throwable] exception if it is [failure][Result.isFailure].\n */\n * Note, that this function rethrows
any [Throwable] exception thrown by [onSuccess] or by [onFailure] function.\n
*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.fold(\n onSuccess: (value: T) ->
R,\n onFailure: (exception: Throwable) -> R\n): R {\n contract {\n callsInPlace(onSuccess,
InvocationKind.AT_MOST_ONCE)\n callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)\n }\n return when (val exception = exceptionOrNull()) {\n null -> onSuccess(value as T)\n else ->
onFailure(exception)\n }\n}\n\n// transformation\n\n/**\n * Returns the encapsulated result of the given
[transform] function applied to
the encapsulated value\n * if this instance represents [success][Result.isSuccess] or the\n * original encapsulated
[Throwable] exception if it is [failure][Result.isFailure].\n */\n * Note, that this function rethrows any [Throwable]
exception thrown by [transform] function.\n * See [mapCatching] for an alternative that encapsulates exceptions.\n
*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.map(transform: (value: T) -> R):
Result<R> {\n contract {\n callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n }\n return when
{\n isSuccess -> Result.success(transform(value as T))\n else -> Result(value)\n }\n}\n\n/**\n * Returns
the encapsulated result of the given [transform] function applied to the encapsulated value\n * if this instance
represents [success][Result.isSuccess] or the\n * original encapsulated [Throwable] exception if it is
[failure][Result.isFailure].\n */\n * This function catches any [Throwable] exception thrown

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by [transform] function and encapsulates it as a failure.\n \* See [map] for an alternative that rethrows exceptions from `transform` function.\n \*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T> Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {\n return when {\n isSuccess -> runCatching { transform(value as T) }\n else -> Result(value)\n }\n}\n\n/\*\*\n \* Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n \* if this instance represents [failure][Result.isFailure] or the\n \* original encapsulated value if it is [success][Result.isSuccess].\n \*/\n \* Note, that this function rethrows any [Throwable] exception thrown by [transform] function.\n \* See [recoverCatching] for an alternative that encapsulates exceptions.\n \*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R> Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {\n contract {\n callsInPlace(transform, InvocationKind.AT\_MOST\_ONCE)\n }\n return when (val exception = exceptionOrNull()) {\n null -> this\n else -> Result.success(transform(exception))\n }\n}\n\n/\*\*\n \* Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception\n \* if this instance represents [failure][Result.isFailure] or the\n \* original encapsulated value if it is [success][Result.isSuccess].\n \*/\n \* This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.\n \* See [recover] for an alternative that rethrows exceptions.\n \*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <R, T : R> Result<T>.recoverCatching(transform: (exception: Throwable) -> R): Result<R> {\n return when (val exception = exceptionOrNull()) {\n null -> this\n else -> runCatching { transform(exception) }\n }\n}\n\n/\*\*\n \* Performs the given [action] on the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure].\n \* Returns the original `Result` unchanged.\n \*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> {\n contract {\n callsInPlace(action, InvocationKind.AT\_MOST\_ONCE)\n }\n exceptionOrNull()?.let { action(it) }\n return this\n}\n\n/\*\*\n \* Performs the given [action] on the encapsulated value if this instance represents [success][Result.isSuccess].\n \* Returns the original `Result` unchanged.\n \*/\n@InlineOnly\n@SinceKotlin("1.3")\npublic inline fun <T> Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> {\n contract {\n callsInPlace(action, InvocationKind.AT\_MOST\_ONCE)\n }\n if (isSuccess) action(value as T)\n return this\n}\n\n-----\n--\n"/\n \* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n \* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n \*/\n\npackage kotlin.coroutines\nimport kotlin.contracts.\*\nimport kotlin.coroutines.intrinsics.\*\nimport kotlin.internal.InlineOnly\n\n/\*\*\n \* Interface representing a continuation after a suspension point that returns a value of type `T`.\n \*/\n@SinceKotlin("1.3")\npublic interface Continuation<in T> {\n /\*\*\n \* The context of the coroutine that corresponds to this continuation.\n \*/\n public val context: CoroutineContext\n\n /\*\*\n \* Resumes the execution of the corresponding coroutine passing a successful or failed [result] as the\n \* return value of the last suspension point.\n \*/\n public fun resumeWith(result: Result<T>)\n}\n\n/\*\*\n \* Classes and interfaces marked with this annotation are restricted when used as receivers for extension\n \* `suspend` functions. These `suspend` extensions can only invoke other member or extension\n \* `suspend` functions on this particular\n \* receiver and are restricted from calling arbitrary suspension functions.\n \*/\n@SinceKotlin("1.3")\n@Target(AnnotationTarget.CLASS)\n@Retention(AnnotationRetention.BINARY)\npublic annotation class RestrictsSuspension\n\n/\*\*\n \* Resumes the execution of the corresponding coroutine passing [value] as the return value of the last suspension point.\n \*/\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun <T> Continuation<T>.resume(value: T): Unit =\n resumeWith(Result.success(value))\n\n/\*\*\n \* Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the\n \* last suspension point.\n \*/\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =\n resumeWith(Result.failure(exception))\n\n/\*\*\n \* Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.\n \*/\n@SinceKotlin("1.3")\n@InlineOnly\npublic

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inline fun <T> Continuation(\n context: CoroutineContext,\n crossinline resumeWith: (Result<T>) -> Unit\n):
Continuation<T> =\n object : Continuation<T> {\n override val context: CoroutineContext\n get() =
context\n\n override fun resumeWith(result: Result<T>) =\n resumeWith(result)\n }\n\n/**\n * Creates
a coroutine without a receiver and with result type [T].\n * This function creates a new, fresh instance of
suspendable computation every time it is invoked.\n * To start executing the created coroutine, invoke
`resume(Unit)` on the returned [Continuation] instance.\n * The [completion] continuation is invoked when the
coroutine completes with a result or an exception.\n * Subsequent invocation of any resume function on the
resulting continuation will produce an [IllegalStateException].\n
*\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () ->
T).createCoroutine(\n completion: Continuation<T>)\n):
Continuation<Unit> =\n SafeContinuation(createCoroutineUnintercepted(completion).intercepted(),
COROUTINE_SUSPENDED)\n\n/**\n * Creates a coroutine with receiver type [R] and result type [T].\n * This
function creates a new, fresh instance of suspendable computation every time it is invoked.\n * To start
executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance.\n * The
[completion] continuation is invoked when the coroutine completes with a result or an exception.\n * Subsequent
invocation of any resume function on the resulting continuation will produce an [IllegalStateException].\n
*\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend R.() ->
T).createCoroutine(\n receiver: R,\n completion: Continuation<T>)\n): Continuation<Unit> =\n
SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
COROUTINE_SUSPENDED)\n\n/**\n * Starts a coroutine without a receiver
and with result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation every
time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or an
exception.\n *
*\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <T> (suspend () ->
T).startCoroutine(\n completion: Continuation<T>)\n) {\n
createCoroutineUnintercepted(completion).intercepted().resume(Unit)\n}\n\n/**\n * Starts a coroutine with receiver
type [R] and result type [T].\n * This function creates and starts a new, fresh instance of suspendable computation
every time it is invoked.\n * The [completion] continuation is invoked when the coroutine completes with a result or
an exception.\n *
*\n@SinceKotlin("1.3")\n@Suppress("UNCHECKED_CAST")\npublic fun <R, T> (suspend
R.() -> T).startCoroutine(\n receiver: R,\n completion: Continuation<T>)\n) {\n
createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)\n}\n\n/**\n * Obtains the current
continuation instance inside suspend functions and suspends\n * the currently running
coroutine.\n * In this function both [Continuation.resume] and [Continuation.resumeWithException] can be used
either synchronously in\n * the same stack-frame where the suspension function is run or asynchronously later in the
same thread or\n * from a different thread of execution. Subsequent invocation of any resume function will produce
an [IllegalStateException].\n *
*\n@SinceKotlin("1.3")\n@InlineOnly\npublic suspend inline fun <T>
suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T {\n contract { callsInPlace(block,
InvocationKind.EXACTLY_ONCE) }\n return suspendCoroutineUninterceptedOrReturn { c: Continuation<T> -
->\n val safe = SafeContinuation(c.intercepted())\n block(safe)\n safe.getOrThrow()\n }\n}\n\n/**\n * Returns the context of the current coroutine.\n
*\n@SinceKotlin("1.3")\n@Suppress("WRONG_MODIFIER_TARGET")\n@InlineOnly\npublic
suspend inline val coroutineContext: CoroutineContext\n get() {\n throw
NotImplementedError("Implemented as intrinsic")\n }\n\n/**\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n *
*\npackage kotlin.coroutines.intrinsics\n\nimport
kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n * Starts an unintercepted coroutine without a receiver
and with result type [T] and executes it until its first suspension.\n * Returns the result of the coroutine or
throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends.\n * In the latter case, the
[completion] continuation is invoked when the coroutine completes with a result or an exception.\n *
*\n * The

```

coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

```

@SinceKotlin("1.3")@InlineOnly
public actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(
 completion: Continuation<T>): Any? = this.asDynamic().if (this !is CoroutineImpl) createSimpleCoroutineFromSuspendFunction(completion) else completion, false

```

Starts an unintercepted coroutine with receiver type [R] and result type [T] and executes it until its first suspension. Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE\_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

```

@SinceKotlin("1.3")@InlineOnly
public actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(
 receiver: R, completion: Continuation<T>): Any? = this.asDynamic().(receiver, if (this !is CoroutineImpl) createSimpleCoroutineFromSuspendFunction(completion) else completion, false)

```

Creates an unintercepted coroutine without receiver and with result type [T]. This function creates a new, fresh instance of suspendable computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by [ContinuationInterceptor]. Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

```

@SinceKotlin("1.3")@InlineOnly
public actual fun <T> (suspend () -> T).createCoroutineUnintercepted(
 completion: Continuation<T>): Continuation<Unit> = //
 // Kotlin/JS suspend lambdas have an extra parameter `suspended`
 // When `suspended` is true the continuation is created, but not executed
 this.asDynamic()(completion, true)
} else {
 createCoroutineFromSuspendFunction(completion) {
 this.asDynamic()(completion)
 }
}

```

Creates unintercepted coroutine with receiver type [R] and result type [T]. This function creates a new, fresh instance of suspendable computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context. [Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation



```

this(undefine, cause)\n}\n\npublic actual open class IllegalStateException actual constructor(message:
String?, cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n}
actual constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) :
this(undefine, cause)\n}\n\npublic actual open class IndexOutOfBoundsException actual constructor(message:
String?) : RuntimeException(message) {\n actual constructor() : this(null)\n}\n\npublic actual open class
ConcurrentModificationException actual constructor(message: String?, cause: Throwable?) :
RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message:
String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefine, cause)\n}\n\npublic actual
open class UnsupportedOperationException actual constructor(message: String?, cause: Throwable?) :
RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual constructor(message:
String?) : this(message,
null)\n actual constructor(cause: Throwable?) : this(undefine, cause)\n}\n\n\npublic actual open class
NumberFormatException actual constructor(message: String?) : IllegalArgumentException(message) {\n actual
constructor() : this(null)\n}\n}\n\npublic actual open class NullPointerException actual constructor(message: String?)
: RuntimeException(message) {\n actual constructor() : this(null)\n}\n}\n\npublic actual open class
ClassCastException actual constructor(message: String?) : RuntimeException(message) {\n actual constructor() :
this(null)\n}\n}\n\npublic actual open class AssertionError\n@SinceKotlin("1.4")\nactual constructor(message:
String?, cause: Throwable?) : Error(message, cause) {\n actual constructor() : this(null)\n constructor(message:
String?) : this(message, null)\n actual constructor(message: Any?) : this(message.toString(), message as?
Throwable)\n}\n}\n\npublic actual open class NoSuchElementException actual constructor(message: String?) :
RuntimeException(message)
{\n actual constructor() : this(null)\n}\n}\n\n@SinceKotlin("1.3")\n\npublic actual open class ArithmeticException
actual constructor(message: String?) : RuntimeException(message) {\n actual constructor() :
this(null)\n}\n}\n\npublic actual open class NoWhenBranchMatchedException actual constructor(message: String?,
cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual
constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefine,
cause)\n}\n}\n\npublic actual open class UninitializedPropertyAccessException actual constructor(message: String?,
cause: Throwable?) : RuntimeException(message, cause) {\n actual constructor() : this(null, null)\n actual
constructor(message: String?) : this(message, null)\n actual constructor(cause: Throwable?) : this(undefine,
cause)\n}\n}\n\n/*\n * Copyright 2010-2019 JetBrains s.r.o. Use of this source code is governed by
the Apache 2.0 license\n * that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("UNUSED_PARAMETER")\n\npackage kotlin.js\n\n@kotlin.internal.InlineOnly\n\ninternal
inline fun jsDeleteProperty(obj: Any, property: Any) {\n js("delete
obj[property]")\n}\n}\n\n@kotlin.internal.InlineOnly\n\ninternal inline fun jsBitwiseOr(lhs: Any?, rhs: Any?): Int =\njs("lhs | rhs").unsafeCast<Int>()", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.math\n\n/**\n * Returns this value with the sign bit same as of the
[sign] value.\n *\n * If [sign] is `NaN` the sign of the result is undefined.\n */\n\n@SinceKotlin("1.2")\n\npublic actual
fun Double.withSign(sign: Double): Double {\n val thisSignBit =
js("Kotlin").doubleSignBit(this).unsafeCast<Int>()\n val newSignBit =
js("Kotlin").doubleSignBit(sign).unsafeCast<Int>()\n
return if (thisSignBit == newSignBit) this else -this}\n}\n\n/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns a bit representation of the
specified floating-point value as [Long]\n * according to the IEEE 754 floating-point "double format" bit layout.\n
*/\n\n@SinceKotlin("1.2")\n\n@library("doubleToBits")\n\npublic actual fun Double.toBits(): Long =
definedExternally\n\n/**\n * Returns a bit representation of the specified floating-point value as [Long]\n *
according to the IEEE 754 floating-point "double format" bit layout,\n * preserving `NaN` values exact layout.\n

```

```

*^@SinceKotlin("1.2")^@library("doubleToRawBits")^@public actual fun Double.toRawBits(): Long =
definedExternally^@^@**^@ * Returns the [Double] value corresponding to a given bit
representation.^@^@^@SinceKotlin("1.2")^@^@kotlin.internal.InlineOnly^@^@public actual inline fun
Double.Companion.fromBits(bits: Long): Double =
js("Kotlin").doubleFromBits(bits).unsafeCast<Double>()^@^@**^@ * Returns a bit representation of the specified
floating-point value as [Int]^@^@ according to the IEEE 754 floating-point "single format" bit layout.^@^@ * Note
that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent,^@^@ * so some [Float] values
may overflow, underflow or loose their accuracy after conversion to bits and back.^@
*^@^@SinceKotlin("1.2")^@^@library("floatToBits")^@^@public actual fun Float.toBits(): Int =
definedExternally^@^@**^@ * Returns a bit representation of the specified floating-point value as [Int]^@^@ according
to the IEEE 754 floating-point "single format" bit layout,^@^@ * preserving `NaN` values exact layout.^@^@ * Note
that in Kotlin/JS [Float] range is wider than "single format" bit layout can represent,^@
* so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.^@
*^@^@SinceKotlin("1.2")^@^@library("floatToRawBits")^@^@public actual fun Float.toRawBits(): Int =
definedExternally^@^@**^@ * Returns the [Float] value corresponding to a given bit representation.^@
*^@^@SinceKotlin("1.2")^@^@kotlin.internal.InlineOnly^@^@public actual inline fun Float.Companion.fromBits(bits:
Int): Float =
js("Kotlin").floatFromBits(bits).unsafeCast<Float>()^@^@^@^@Suppress("NOTHING_TO_INLINE")^@^@internal
inline fun Long(low: Int, high: Int) = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()^@^@internal inline
val Long.low: Int get() = this.asDynamic().getLowBits().unsafeCast<Int>()^@^@internal inline val Long.high: Int get()
= this.asDynamic().getHighBits().unsafeCast<Int>()^@^@,/*^@ * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.^@^@ * Use of this source code is governed by the Apache 2.0 license that can be
found
in the license/LICENSE.txt file.^@^@^@^@import kotlin.reflect.KClass^@^@^@PublishedApi^@^@internal fun <T :
Annotation> KClass<*>.findAssociatedObject(@Suppress("UNUSED_PARAMETER") annotationClass:
KClass<T>): Any? {^@^@ // This API is not supported in js-v1. Return `null` to be source-compatible with js-ir.^@
return null^@^@^@,/*^@ * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.^@^@
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.^@
*^@^@package kotlin.text^@^@**^@ * Returns a string representation of this [Long] value in the specified [radix].^@
*^@ * @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.^@
*^@^@SinceKotlin("1.2")^@^@public actual fun Long.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix)),/*^@ * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.^@^@ * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.^@
*^@^@package kotlin.js^@^@^@PublishedApi^@^@^@Suppress("NOTHING_TO_INLINE")^@^@^@JsPolyfill("""^@^@nif
(typeof Array.prototype.fill === "undefined") {^@^@ // Polyfill from https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/Array/fill#Polyfill^@^@ Object.defineProperty(Array.prototype,
'fill', {^@^@ value: function (value) {^@^@ // Steps 1-2.^@^@ if (this == null) {^@^@ throw new
TypeError('this is null or not defined');^@^@ }^@^@ var O = Object(this);^@^@ // Steps 3-5.^@^@
var len = O.length >>> 0;^@^@ // Steps 6-7.^@^@ var start = arguments[1];^@^@ var relativeStart = start
>> 0;^@^@ // Step 8.^@^@ var k = relativeStart < 0 ?^@^@ Math.max(len + relativeStart, 0) :^@^@
Math.min(relativeStart, len);^@^@
// Steps 9-10.^@^@ var end = arguments[2];^@^@ var relativeEnd = end === undefined ?^@^@
len : end >> 0;^@^@ // Step 11.^@^@ var finalValue = relativeEnd < 0 ?^@^@
Math.max(len + relativeEnd, 0) :^@^@ Math.min(relativeEnd, len);^@^@ // Step 12.^@^@
while (k < finalValue) {^@^@ O[k] = value;^@^@ k++;^@^@ }^@^@ // Step 13.^@^@ return
O;^@^@ }^@^@ }^@^@^@^@Int8Array, Int16Array, Uint16Array, Int32Array, Float32Array,
Float64Array].forEach(function (TypedArray) {^@^@ if (typeof TypedArray.prototype.fill === "undefined") {^@

```











license that can be found in the license/LICENSE.txt file.\n \*/\n\npackage  
kotlin.text\n\n/\n\n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n\n// See:  

contributors.\n \* Use of this source code is governed by the Apache 2.0 license that can be found in the  
license/LICENSE.txt file.\n \*/\n\npackage kotlin.collections\n\n/\n\n// NOTE: THIS FILE IS AUTO-GENERATED  
by the

GenerateStandardLib.kt\n\n// See: [\\*\n\n@SinceKotlin\("1.3"\)\n\n@ExperimentalUnsignedTypes\n\npublic actual fun UIntArray.elementAt\(index: Int\):  
UInt {\n return elementAtOrElse\(index\) { throw IndexOutOfBoundsException\("\nindex: \\$index, size: \\$size"\)\n }  
}\n\n}\n\n/\\*\\*\n \\* Returns an element at the given \[index\] or throws an \[IndexOutOfBoundsException\] if the \[index\] is  
out of bounds of this array.\n \\* \n \\* @sample samples.collections.Collections.Elements.elementAt\n](https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n/\n\n\nimport<br/>
kotlin.js.*\n\nimport kotlin.ranges.contains\n\nimport kotlin.ranges.reversed\n\n\n/**\n * Returns an element at the given<br/>
[index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n * \n * @sample<br/>
samples.collections.Collections.Elements.elementAt\n</p>
</div>
<div data-bbox=)

\*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic actual fun ULongArray.elementAt(index: Int):  
ULong {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("\nindex:  
\$index, size: \$size")\n } }\n\n}\n\n/\*\*\n \* Returns an element at the given [index] or throws an  
[IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n \* \n \* @sample  
samples.collections.Collections.Elements.elementAt\n

\*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic actual fun UByteArray.elementAt(index: Int):  
UByte {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("\nindex: \$index, size: \$size")\n }  
}\n\n}\n\n/\*\*\n \* Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is  
out of bounds of this array.\n \* \n \* @sample samples.collections.Collections.Elements.elementAt\n

\*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic actual fun UShortArray.elementAt(index: Int):  
UShort {\n return elementAtOrElse(index) { throw IndexOutOfBoundsException("\nindex: \$index, size: \$size")\n }  
}\n\n}\n\n/\*\*\n \* Returns a [List] that wraps the original array.\n

\*\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic  
actual fun UIntArray.asList(): List<UInt> {\n return object : AbstractList<UInt>(), RandomAccess {\n  
override val size: Int get() = this@asList.size\n override fun isEmpty(): Boolean = this@asList.isEmpty()\n  
override fun contains(element: UInt): Boolean = this@asList.contains(element)\n override fun get(index: Int):  
UInt {\n AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n  
override fun indexOf(element: UInt): Int {\n @Suppress("USELESS\_CAST")\n if ((element as  
Any?) !is UInt) return -1\n return this@asList.indexOf(element)\n }\n override fun  
lastIndexOf(element: UInt): Int {\n @Suppress("USELESS\_CAST")\n if ((element as Any?) !is  
UInt) return -1\n return this@asList.lastIndexOf(element)\n }\n }\n\n}\n\n/\*\*\n \* Returns a [List] that  
wraps the original array.\n \*/\n\n@SinceKotlin("1.3")\n\n@ExperimentalUnsignedTypes\n\npublic

actual fun ULongArray.asList(): List<ULong> {\n return object : AbstractList<ULong>(), RandomAccess {\n  
override val size: Int get() = this@asList.size\n override fun isEmpty(): Boolean = this@asList.isEmpty()\n  
override fun contains(element: ULong): Boolean = this@asList.contains(element)\n override fun get(index: Int):  
ULong {\n AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n  
override fun indexOf(element: ULong): Int {\n @Suppress("USELESS\_CAST")\n if ((element as  
Any?) !is ULong) return -1\n return this@asList.indexOf(element)\n }\n override fun  
lastIndexOf(element: ULong): Int {\n @Suppress("USELESS\_CAST")\n if ((element as Any?) !is

```

ULong) return -1\n return this@asList.lastIndexOf(element)\n }\n }\n}\n\n/**\n * Returns a [List] that wraps
the original array.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun
ByteArray.asList(): List<UByte> {\n return object : AbstractList<UByte>(), RandomAccess {\n override
val size: Int get() = this@asList.size\n override fun isEmpty(): Boolean = this@asList.isEmpty()\n override
fun contains(element: UByte): Boolean = this@asList.contains(element)\n override fun get(index: Int): UByte
{\n AbstractList.checkElementIndex(index, size)\n return this@asList[index]\n }\n override
fun indexOf(element: UByte): Int {\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is
UByte) return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element:
UByte): Int {\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is UByte) return -1\n
return this@asList.lastIndexOf(element)\n }\n }\n }\n}\n\n/**\n * Returns a [List] that wraps the original array.\n
*/\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UShortArray.asList(): List<UShort>
{\n return object : AbstractList<UShort>(), RandomAccess {\n override val size: Int get() = this@asList.size\n
 override fun isEmpty(): Boolean = this@asList.isEmpty()\n override fun contains(element: UShort):
Boolean = this@asList.contains(element)\n override fun get(index: Int): UShort {\n AbstractList.checkElementIndex(index, size)\n
 return this@asList[index]\n }\n override fun
indexOf(element: UShort): Int {\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is
UShort) return -1\n return this@asList.indexOf(element)\n }\n override fun lastIndexOf(element:
UShort): Int {\n @Suppress("USELESS_CAST")\n if ((element as Any?) !is UShort) return -1\n
return this@asList.lastIndexOf(element)\n }\n }\n }\n }\n}\n\n", /*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
*/\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n@npackage kotlin.text\n@n// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateUnicodeData.kt\n//
See: https://github.com/JetBrains/kotlin/tree/master/libraries/stdlib\n@n\n// 9 ranges totally\n/**\n * Returns `true`
if this character is a whitespace.\n */\n@ninternal fun Char.isWhitespaceImpl(): Boolean {\n val ch = this.code\n
return ch in 0x0009..0x000d\n || ch in 0x001c..0x0020\n || ch == 0x00a0\n || ch > 0x1000 &&
(\n ch == 0x1680\n || ch in 0x2000..0x200a\n || ch == 0x2028\n || ch ==
0x2029\n || ch == 0x202f\n || ch == 0x205f\n || ch == 0x3000\n)\n }\n }\n", /*\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n */\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n@npackage kotlin\n@nimport
kotlin.contracts.InvocationKind\n@nimport
kotlin.contracts.contract\n@n@SinceKotlin("1.8")\n@n@ExperimentalStdlibApi\n@npublic actual interface
AutoCloseable {\n public actual fun close():
Unit\n }\n }\n}\n\n@n@SinceKotlin("1.8")\n@n@ExperimentalStdlibApi\n@n@kotlin.internal.InlineOnly\n@npublic actual inline fun
<T : AutoCloseable?, R> T.use(block: (T) -> R): R {\n contract {\n callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n }\n var exception: Throwable? = null\n try {\n return block(this)\n
 } catch (e: Throwable) {\n exception = e\n throw e\n } finally {\n this.closeFinally(exception)\n
 }\n }\n }\n}\n\n@n@ExperimentalStdlibApi\n@n@SinceKotlin("1.8")\n@n@PublishedApi\n@ninternal fun
AutoCloseable?.closeFinally(cause: Throwable?) = when {\n this
== null -> {\n cause == null -> close()\n } else -> {\n try {\n close()\n } catch (closeException:
Throwable) {\n cause.addSuppressed(closeException)\n }\n }\n }\n", /*\n * Copyright 2010-2020 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n */\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n@npackage kotlin\n@npublic actual fun interface
Comparator<T> {\n @JsName("compare")\n public actual fun compare(a: T, b: T): Int\n }\n }\n", /*\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n */\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n@npackage org.w3c.dom\n@npublic

```

```

external interface ItemArrayLike<out T> {\n val length: Int\n fun item(index: Int): T?\n}\n\n/**\n * Returns the
view of this `ItemArrayLike<T>` collection as `List<T>`\n */\npublic
fun <T> ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {\n override val size: Int get() =
this@asList.length\n\n override fun get(index: Int): T = when (index) {\n in 0..lastIndex ->
this@asList.item(index).unsafeCast<T>()\n else -> throw IndexOutOfBoundsException("index $index is not in
range [0..$lastIndex]")\n }\n}\n\n/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport
kotlin.annotation.AnnotationTarget.*\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with
body using dynamic")\npublic annotation class nativeGetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline
extension function with body using dynamic")\npublic annotation class
nativeSetter\n\n@Target(FUNCTION)\n@Deprecated("Use inline extension function with body using
dynamic")\npublic
annotation class nativeInvoke\n\n@Target(CLASS, FUNCTION, PROPERTY)\n\ninternal annotation class
library(public val name: String = "")\n\n@Target(CLASS)\n\ninternal annotation class marker\n\n/**\n * Gives a
declaration (a function, a property or a class) specific name in JavaScript.\n */\n * This may be useful in the
following cases:\n */\n * * There are two functions for which the compiler gives same name in JavaScript, you
can\n */\n * mark one with `@JsName(...)` to prevent the compiler from reporting error.\n */\n * * You are writing a
JavaScript library in Kotlin. The compiler produces mangled names\n */\n * for functions with parameters, which is
unnatural for usual JavaScript developer.\n */\n * You can put `@JsName(...)` on functions you want to be available
from JavaScript.\n */\n * * For some reason you want to rename declaration, e.g. there's common term in JavaScript\n */\n *
for a concept provided by the declaration, which is uncommon in Kotlin.\n */\n * Example:\n */\n * ```
kotlin\n * class Person(val name: String) {\n * fun hello() {\n * println("Hello $name!")\n * }\n * }\n *
@JsName("helloWithGreeting")\n * fun hello(greeting: String) {\n * println("$greeting $name!")\n * }\n * }\n *
```\n */\n * @property name the name which compiler uses both for declaration itself and for all
references to the declaration.\n */\n * It's required to denote a valid JavaScript identifier.\n */\n
*/\n\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, FUNCTION, PROPERTY, CONSTRUCTOR,
PROPERTY_GETTER, PROPERTY_SETTER)\n\npublic actual annotation class JsName(actual val name:
String)\n\n/**\n * Denotes an `external` declaration that must be imported from native JavaScript library.\n */\n *
The compiler produces the code relevant for the target module system, for example, in case of CommonJS,\n */\n * it
will import the declaration via the `require(...)` function.\n */\n * The annotation can be used on top-level external
declarations
(classes, properties, functions) and files.\n */\n * In case of file (which can't be `external`) the following rule applies: all
the declarations in\n */\n * the file must be `external`. By applying `@JsModule(...)` on a file you tell the compiler to
import a JavaScript object\n */\n * that contain all the declarations from the file.\n */\n * Example:\n */\n * ```
kotlin\n * @JsModule("jquery")\n * external abstract class JQuery() {\n *     // some declarations here\n * }\n * }\n *
@JsModule("jquery")\n * external fun JQuery(element: Element): JQuery\n * ```\n */\n * @property import name
of a module to import declaration from.\n */\n * It is not interpreted by the Kotlin compiler, it's passed as is
directly to the target module system.\n */\n * @see JsNonModule\n
*/\n\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY, FUNCTION, FILE)\n\npublic
annotation class JsModule(val import: String)\n\n/**\n * Denotes an `external` declaration that can be used without
module system.\n */\n * By default,
an `external` declaration is available regardless your target module system.\n */\n * However, by applying [JsModule]
annotation you can make a declaration unavailable to *plain* module system.\n */\n * Some JavaScript libraries are
distributed both as a standalone downloadable piece of JavaScript and as a module available\n */\n * as an npm
package.\n */\n * To tell the Kotlin compiler to accept both cases, you can augment [JsModule] with the
`@JsNonModule` annotation.\n */\n * For example:\n */\n * ```
kotlin\n * @JsModule("jquery")\n * @JsNonModule\n * @JsName("$")\n * external abstract class JQuery() {\n *     // some declarations here\n * }\n

```

```

*\n * @JsModule("jquery")\n * @JsNonModule\n * @JsName("$")\n * external fun JQuery(element: Element):
JQuery\n * ``\n *\n * @see JsModule\n */\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS,
PROPERTY, FUNCTION, FILE)\npublic annotation class JsNonModule\n\n/**\n * Adds prefix to `external`
declarations in a source file.\n *\n * JavaScript
does not have concept of packages (namespaces). They are usually emulated by nested objects.\n * The compiler
turns references to `external` declarations either to plain unprefix names (in case of *plain* modules)\n * or to
plain imports.\n * However, if a JavaScript library provides its declarations in packages, you won't be satisfied with
this.\n * You can tell the compiler to generate additional prefix before references to `external` declarations using the
`@JsQualifier(...)`\n * annotation.\n *\n * Note that a file marked with the `@JsQualifier(...)` annotation can't
contain non-`external` declarations.\n *\n * Example:\n *\n * ``\n * @file:JsQualifier("my.jsPackageName")\n *
package some.kotlinPackage\n *\n * external fun foo(x: Int)\n *\n * external fun bar(): String\n * ``\n *\n *
@property value the qualifier to add to the declarations in the generated code.\n *      It must be a sequence of
valid JavaScript identifiers separated by the `.` character.\n *      Examples
of valid qualifiers are: `foo`, `bar.Baz`, `_.$.f`.\n *\n * @see JsModule\n
*/\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.FILE)\npublic annotation class
JsQualifier(val value: String)\n\n/**\n * Exports top-level declaration on JS platform.\n *\n * Compiled module
exposes declarations that are marked with this annotation without name mangling.\n *\n * This annotation can be
applied to either files or top-level declarations.\n *\n * It is currently prohibited to export the following kinds of
declarations:\n *\n * * `expect` declarations\n * * inline functions with reified type parameters\n * * suspend
functions\n * * secondary constructors without `@JsName`\n * * extension properties\n * * enum classes\n * *
annotation classes\n *\n * Signatures of exported declarations must only contain `exportable` types:\n *\n * *
`dynamic`, `Any`, `String`, `Boolean`, `Byte`, `Short`, `Int`, `Float`, `Double`\n * * `BooleanArray`, `ByteArray`,
`ShortArray`,
`IntArray`, `FloatArray`, `DoubleArray`\n * * `Array<exportable-type>`\n * * Function types with exportable
parameters and return types\n * * `external` or `@JsExport` classes and interfaces\n * * Nullable counterparts of
types above\n * * Unit return type. Must not be nullable\n *\n * This annotation is experimental, meaning that
restrictions mentioned above are subject to change.\n
*/\n@ExperimentalJsExport\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS, PROPERTY,
FUNCTION, FILE)\n@SinceKotlin("1.3")\npublic actual annotation class JsExport {\n /*\n * The annotation
prevents exporting the annotated member of an exported class.\n * This annotation is experimental, meaning that
the restrictions mentioned above are subject to change.\n */\n @ExperimentalJsExport\n
@Retention(AnnotationRetention.BINARY)\n @Target(CLASS, PROPERTY, FUNCTION,
CONSTRUCTOR)\n @SinceKotlin("1.8")\n public actual annotation class Ignore\n\n\n/**\n *
Forces a top-level property to be initialized eagerly, opposed to lazily on the first access to file and/or property.\n
*/\n@ExperimentalStdlibApi\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.PROPER
TY)\n@SinceKotlin("1.6")\n@Deprecated("This annotation is a temporal migration assistance and may be
removed in the future releases, please consider filing an issue about the case where it is needed")\npublic annotation
class EagerInitialization\n\n\n/**\n * When placed on an external interface or class, requires all its child\n *
interfaces, classes, and objects to be external as well.\n *\n * The compiler mangles identifiers of functions and
properties from non-external interfaces and classes,\n * and doesn't mangle from external ones. Requiring external
interfaces and classes inheritors being external\n * is necessary to avoid non-obvious bugs when identifier naming in
an inheritor doesn't correspond to\n * naming in the base class or interface.\n *\n * Example:\n
*\n * ``\n * kotlin\n * // From kotlin-wrappers\n * external interface Props {\n *     var key: Key? \n * }\n *\n * // User
code\n * @OptIn(ExperimentalStdlibApi::class)\n * @JsExternalInheritorsOnly\n * external interface LayoutProps :
Props {\n *     var layout: Layout? \n * }\n *\n * external interface ComponentProps : LayoutProps // OK\n *\n *
external interface ComponentA : ComponentProps // OK\n *\n * interface ComponentB : ComponentProps //
Compilation error!\n * ``\n *\n * This annotation is experimental, meaning that the restrictions mentioned above are
subject to change.\n

```

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*\n@ExperimentalStdlibApi\n@Retention(AnnotationRetention.BINARY)\n@Target(CLASS)\n@SinceKotlin("\n1\n.9")\n\npublic annotation class JsExternalInheritorsOnly\n\n/**\n * When placed on a function parameter, requires\n the type of the passed argument to be external.\n *\n * The compiler mangles identifiers of properties from non-\n external interfaces and classes,\n * and doesn't mangle from external ones. Requiring a\n type of the passing argument being external is necessary\n * to avoid non-obvious bugs when identifier has an\n unstable and unpredictable name in generated JS code.\n *\n * Example:\n *\n * ``kotlin\n *\n * @OptIn(ExperimentalStdlibApi::class)\n * fun extractUuid(@JsExternalArgument x: dynamic) = x.uuid as String\n *\n * external interface User {\n *     val uuid: String\n * }\n *\n * interface Owner {\n *     val uuid: String\n * }\n *\n * fun checkUser(user: User, owner: Owner): Boolean {\n *     val userUuid = extractUuid(user) // OK\n *     val\n ownerUuid = extractUuid(owner) // Compilation error! Possible bug\n *     return userUuid == ownerUuid\n * }\n *\n * ``\n *\n * This annotation is experimental, meaning that the restrictions mentioned above are subject to change.\n */\n\n*\n@ExperimentalStdlibApi\n@Retention(AnnotationRetention.BINARY)\n@Target(VALUE_PARAMETER)\n@SinceKotlin("\n1.9")\n\npublic annotation class JsExternalArgument\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o.\n and Kotlin\n Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be\n found in the license/LICENSE.txt file.\n */\n\npackage kotlin.jvm\n\n// these are used in common generated code in\n stdlib\n\n@Target(AnnotationTarget.FIELD)\n@Retention(AnnotationRetention.SOURCE)\n@Deprecated("\nThis\n annotation has no effect in Kotlin/JS. Use kotlin.concurrent.Volatile annotation in multiplatform code instead.\n",\n ReplaceWith("\nkotlin.concurrent.Volatile\n",\n "\nkotlin.concurrent.Volatile\n"))\n@DeprecatedSinceKotlin(warningSince = "\n1.9")\n\npublic actual annotation class\n Volatile\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER,\n AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.SOURCE)\n@Deprecated("\nSynchro\n nizing methods on a class instance is not supported on platforms other than JVM. If you need to annotate a common\n method as JVM-synchronized, introduce your own optional-expectation annotation and actualize it with a\n typealias to kotlin.jvm.Synchronized.\n")\n@DeprecatedSinceKotlin(warningSince = "\n1.8")\n\npublic actual\n annotation class Synchronized\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language\n contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the\n license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the\n [MutableCollection] interface.\n *\n * @param E the type of elements contained in the collection. The collection is\n invariant in its element type.\n */\n\npublic actual abstract class AbstractMutableCollection<E> protected actual\n constructor() : AbstractCollection<E>(), MutableCollection<E> {\n\n    actual abstract override fun add(element: E):\n Boolean\n\n    actual override fun remove(element: E): Boolean {\n        checkIsMutable()\n        val iterator =\n iterator()\n        while (iterator.hasNext()) {\n            if (iterator.next() == element) {\n                iterator.remove()\n                return true\n            }\n        }\n        return false\n    }\n\n    actual override fun\n addAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        var modified = false\n        for (element\n in elements) {\n            if (add(element)) modified = true\n        }\n        return modified\n    }\n\n    actual override\n fun removeAll(elements: Collection<E>): Boolean {\n        checkIsMutable()\n        return (this as\n MutableIterable<E>).removeAll { it in elements }\n    }\n\n    actual override fun retainAll(elements:\n Collection<E>): Boolean {\n        checkIsMutable()\n        return (this as MutableIterable<E>).removeAll { it !in\n elements }\n    }\n\n    actual override fun clear(): Unit {\n        checkIsMutable()\n        val iterator = this.iterator()\n        while (iterator.hasNext()) {\n            iterator.next()\n            iterator.remove()\n        }\n    }\n\n}\n\n@Deprecated("\nProvided so that subclasses inherit\n this function\n", level = DeprecationLevel.HIDDEN)\n@JsName("\ntoJSON\n")\nprotected fun toJSON(): Any =\n this.toArray()\n\n/**\n * This method is called every time when a mutating method is called on this mutable\n collection.\n * Mutable collections that are built (frozen) must throw `UnsupportedOperationException`.\n */\n\ninternal open fun checkIsMutable(): Unit { }\n\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin\n Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be\n found in the license/LICENSE.txt file.\n */\n\npackage *\n\n/**\n * Based on GWT AbstractList\n * Copyright 2007 Google

```

```

Inc.\n*\n\npackage kotlin.collections\n\n**\n * Provides a skeletal implementation of the [MutableList]
interface.\n *\n * @param E the type of elements contained in the list. The list is invariant in its element type.\n
*\npublic actual abstract class AbstractMutableList<E> protected actual constructor() :
AbstractMutableCollection<E>(),
MutableList<E> {\n  protected var modCount: Int = 0\n\n  abstract override fun add(index: Int, element: E):
Unit\n  abstract override fun removeAt(index: Int): E\n  abstract override fun set(index: Int, element: E): E\n\n
/**\n  * Adds the specified element to the end of this list.\n  *\n  * @return `true` because the list is always
modified as the result of this operation.\n  *\n  actual override fun add(element: E): Boolean {\n
checkIsMutable()\n  add(size, element)\n  return true\n  }\n\n  actual override fun addAll(index: Int,
elements: Collection<E>): Boolean {\n  AbstractList.checkPositionIndex(index, size)\n\n
checkIsMutable()\n  var _index = index\n  var changed = false\n  for (e in elements) {\n
add(_index++, e)\n  changed = true\n  }\n  return changed\n  }\n\n  actual override fun clear() {\n
checkIsMutable()\n  removeRange(0,
size)\n  }\n\n  actual override fun removeAll(elements: Collection<E>): Boolean {\n  checkIsMutable()\n
return removeAll { it in elements }\n  }\n\n  actual override fun retainAll(elements: Collection<E>): Boolean {\n
checkIsMutable()\n  return removeAll { it !in elements }\n  }\n\n\n  actual override fun iterator():
MutableIterator<E> = IteratorImpl()\n\n  actual override fun contains(element: E): Boolean = indexOf(element) >=
0\n\n  actual override fun indexOf(element: E): Int {\n  for (index in 0..lastIndex) {\n  if (get(index) ==
element) {\n  return index\n  }\n  }\n  return -1\n  }\n\n  actual override fun
lastIndexOf(element: E): Int {\n  for (index in lastIndex downTo 0) {\n  if (get(index) == element) {\n
return index\n  }\n  }\n  return -1\n  }\n\n  actual override fun listIterator():
MutableListIterator<E> = listIterator(0)\n\n
actual override fun listIterator(index: Int): MutableListIterator<E> = ListIteratorImpl(index)\n\n\n  actual
override fun subList(fromIndex: Int, toIndex: Int): MutableList<E> = SubList(this, fromIndex, toIndex)\n\n
/**\n  * Removes the range of elements from this list starting from [fromIndex] and ending with but not including
[toIndex].\n  *\n  protected open fun removeRange(fromIndex: Int, toIndex: Int) {\n  val iterator =
listIterator(fromIndex)\n  repeat(toIndex - fromIndex) {\n  iterator.next()\n  iterator.remove()\n
}\n  }\n\n
/**\n  * Compares this list with another list instance with the ordered structural equality.\n  *\n  *
@return true, if [other] instance is a [List] of the same size, which contains the same elements in the same order.\n
*\n  override fun equals(other: Any?): Boolean {\n  if (other === this) return true\n  if (other !is List<*>)
return false\n\n  return
AbstractList.orderedEquals(this, other)\n  }\n\n
/**\n  * Returns the hash code value for this list.\n  *\n  override fun hashCode(): Int = AbstractList.orderedHashCode(this)\n\n\n  private open inner class IteratorImpl :
MutableIterator<E> {\n  /** the index of the item that will be returned on the next call to [next]`() `*\n
protected var index = 0\n  /** the index of the item that was returned on the previous call to [next]`() `*\n
or [ListIterator.previous]`() ` (for `ListIterator`),\n  * -1 if no such item exists\n  *\n  protected var last = -
1\n\n  override fun hasNext(): Boolean = index < size\n\n  override fun next(): E {\n  if (!hasNext())
throw NoSuchElementException()\n  last = index++\n  return get(last)\n  }\n\n  override fun
remove() {\n  check(last != -1) { \"Call next() or previous() before removing element from the iterator.\" }\n\n
removeAt(last)\n  index = last\n  last = -1\n  }\n  }\n\n
/**\n  * Implementation of
`MutableListIterator` for abstract lists.\n  *\n  private inner class ListIteratorImpl(index: Int) : IteratorImpl(),
MutableListIterator<E> {\n  init {\n  AbstractList.checkPositionIndex(index,
this@AbstractMutableList.size)\n  this.index = index\n  }\n\n  override fun hasPrevious(): Boolean =
index > 0\n\n  override fun nextIndex(): Int = index\n\n  override fun previous(): E {\n  if
(!hasPrevious()) throw NoSuchElementException()\n  last = --index\n  return get(last)\n  }\n\n
override fun previousIndex(): Int = index - 1\n\n  override fun add(element: E) {\n  add(index, element)\n
index++\n  last = -1\n  }\n\n  override fun set(element: E) {\n  check(last != -1) { \"Call

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next() or previous() before updating
element value with the iterator." }
    set(last, element)
}

private class SubList<E>(private
val list: AbstractMutableList<E>, private val fromIndex: Int, toIndex: Int) : AbstractMutableList<E>(),
RandomAccess {
    private var _size: Int = 0
    init {
AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size)
        this._size = toIndex - fromIndex
    }
    override fun add(index: Int, element: E) {
        AbstractList.checkPositionIndex(index, _size)
list.add(fromIndex + index, element)
        _size++
    }
    override fun get(index: Int): E {
AbstractList.checkElementIndex(index, _size)
        return list[fromIndex + index]
    }
    override
fun removeAt(index: Int): E {
        AbstractList.checkElementIndex(index, _size)
        val result =
list.removeAt(fromIndex + index)
        _size--
        return
result
    }
    override fun set(index: Int, element: E): E {
        AbstractList.checkElementIndex(index,
_size)
        return list.set(fromIndex + index, element)
    }
    override val size: Int get() = _size
    internal override fun checkIsMutable(): Unit = list.checkIsMutable()
}

/*
 * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * Based on GWT AbstractMap
 * Copyright 2007 Google Inc.
 * Provides a skeletal implementation of
the [MutableMap] interface.
 * The implementor is required to implement [entries] property, which should
return mutable set of map entries, and [put] function.
 * @param K the type of map keys. The map is invariant
in its key type.
 * @param V the type of map values. The map is
invariant in its value type.
 */
public actual abstract class AbstractMutableMap<K, V> protected actual
constructor() : AbstractMap<K, V>(), MutableMap<K, V> {
    /**
     * A mutable [Map.Entry] shared by
several [Map] implementations.
     */
    internal open class SimpleEntry<K, V>(override val key: K, value: V) :
MutableMap.MutableEntry<K, V> {
        constructor(entry: Map.Entry<K, V>) : this(entry.key, entry.value)
        private var _value = value
        override val value: V get() = _value
        override fun setValue(newValue:
V): V {
            // Should check if the map containing this entry is mutable.
            // However, to not increase
entry memory footprint it might be worthwhile not to check it here and
            // force subclasses that implement
`build`() (freezing) operation to implement their own `MutableEntry`.
        }
        this@AbstractMutableMap.checkIsMutable()
        val oldValue = this._value
        this._value
= newValue
        return oldValue
    }
    override fun hashCode(): Int = entryHashCode(this)
    override fun toString(): String = entryToString(this)
    override fun equals(other: Any?): Boolean =
entryEquals(this, other)
}

// intermediate abstract class to workaround KT-43321
internal abstract
class AbstractEntrySet<E : Map.Entry<K, V>, K, V> : AbstractMutableSet<E>() {
    final override fun
contains(element: E): Boolean = containsEntry(element)
    abstract fun containsEntry(element: Map.Entry<K,
V>): Boolean
    final override fun remove(element: E): Boolean = removeEntry(element)
    abstract fun
removeEntry(element: Map.Entry<K, V>): Boolean
}
actual override fun clear() {
    entries.clear()
}
private var _keys: MutableSet<K>? = null
actual override val keys: MutableSet<K>
    get() {
if (_keys == null) {
        _keys = object : AbstractMutableSet<K>()
{
            override fun add(element: K): Boolean = throw UnsupportedOperationException("Add is not
supported on keys")
            override fun clear() {
                this@AbstractMutableMap.clear()
            }
            override operator fun contains(element: K): Boolean = containsKey(element)
        }
        override operator fun iterator(): MutableIterator<K> {
            val entryIterator = entries.iterator()
            return object : MutableIterator<K> {
                override fun hasNext(): Boolean =
entryIterator.hasNext()
                override fun next(): K = entryIterator.next().key
            }
        }
        override fun remove() = entryIterator.remove()
    }
    override fun
remove(element: K): Boolean {
        checkIsMutable()
        if (containsKey(element)) {
            this@AbstractMutableMap.remove(element)
            return true
        }
        return false
    }
    override val size: Int get() =
this@AbstractMutableMap.size
    override fun checkIsMutable(): Unit =

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this@AbstractMutableMap.checkIsMutable()\n        }\n        }\n        return _keys!!\n        }\n\n actual
abstract override fun put(key: K, value: V): V?\n\n actual override fun putAll(from: Map<out K, V>) {\n
checkIsMutable()\n    for ((key, value) in from) {\n        put(key, value)\n        }\n        }\n\n private var _values:
MutableCollection<V>? = null\n actual override val values: MutableCollection<V>\n    get() {\n        if
(_values == null) {\n            _values = object : AbstractMutableCollection<V>() {\n                override fun
add(element: V): Boolean = throw
UnsupportedOperationException("Add is not supported on values")\n                override fun clear() =
this@AbstractMutableMap.clear()\n                override operator fun contains(element: V): Boolean =
containsValue(element)\n                override operator fun iterator(): MutableIterator<V> {\n                    val
entryIterator = entries.iterator()\n                    return object : MutableIterator<V> {\n                        override fun
hasNext(): Boolean = entryIterator.hasNext()\n                        override fun next(): V = entryIterator.next().value\n                        override fun remove() = entryIterator.remove()\n                    }\n                }\n            }\n\n override val size: Int get() = this@AbstractMutableMap.size\n\n override fun checkIsMutable(): Unit =
this@AbstractMutableMap.checkIsMutable()\n        }\n        }\n        return _values!!\n        }\n\n actual override fun remove(key: K): V? {\n    checkIsMutable()\n    val iter = entries.iterator()\n    while (iter.hasNext()) {\n        val entry = iter.next()\n        val k = entry.key\n        if (key == k) {\n            val value = entry.value\n            iter.remove()\n            return value\n        }\n    }\n    return null\n}\n\n /**\n * This method is called every time when a mutating method is called on this mutable map.\n *
Mutable maps that are built (frozen) must throw `UnsupportedOperationException`.\n * ^\n internal open fun
checkIsMutable(): Unit {\n}\n\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n * ^\npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the
[MutableSet] interface.\n * ^\n * @param E the
type of elements contained in the set. The set is invariant in its element type.\n * ^\npublic actual abstract class
AbstractMutableSet<E> protected actual constructor() : AbstractMutableCollection<E>(), MutableSet<E> {\n\n
/**\n * Compares this set with another set instance with the unordered structural equality.\n * ^\n * @return
`true`, if [other] instance is a [Set] of the same size, all elements of which are contained in this set.\n * ^\n
override fun equals(other: Any?): Boolean {\n    if (other === this) return true\n    if (other !is Set<*>) return
false\n    return AbstractSet.setEquals(this, other)\n}\n\n /**\n * Returns the hash code value for this set.\n * ^\n
override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)\n\n", "/*\n * Copyright 2010-2023
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt
file.\n * ^\npackage kotlin.collections\n\n/**\n * Provides a [MutableList] implementation, which uses a resizable
array as its backing storage.\n * ^\n * This implementation doesn't provide a way to manage capacity, as backing JS
array is resizeable itself.\n * ^\n * There is no speed advantage to pre-allocating array sizes in JavaScript, so this
implementation does not include any of the\n * capacity and "growth increment" concepts.\n * ^\npublic actual open
class ArrayList<E> internal constructor(private var array: Array<Any?>) : AbstractMutableList<E>(),
MutableList<E>, RandomAccess {\n    private companion object {\n        private val Empty =
ArrayList<Nothing>(0).also { it.isReadOnly = true }\n    }\n\n private var isReadOnly: Boolean = false\n\n /**\n
* Creates an empty [ArrayList].\n * ^\n public actual constructor() : this(emptyArray()) {\n}\n\n /**\n *
Creates an empty [ArrayList].\n * ^\n * @param initialCapacity initial capacity (ignored)\n * ^\n public
actual constructor(initialCapacity: Int) : this(emptyArray()) {\n}\n\n /**\n * Creates an [ArrayList] filled from
the [elements] collection.\n * ^\n public actual constructor(elements: Collection<E>) :
this(elements.toArray<Any?>()) {\n}\n\n @PublishedApi\n internal fun build(): List<E> {\n
checkIsMutable()\n    isReadOnly = true\n    return if (size > 0) this else Empty\n}\n\n /**\n Does nothing in
this ArrayList implementation.\n * ^\n public actual fun trimToSize() {\n}\n\n /**\n Does nothing in this ArrayList
implementation.\n * ^\n public actual fun ensureCapacity(minCapacity: Int) {\n}\n\n actual override val size: Int get()
= array.size\n @Suppress("UNCHECKED_CAST")\n actual override fun get(index: Int): E =

```

```

array[rangeCheck(index)] as E\n  actual override fun set(index: Int, element: E): E {\n    checkIsMutable()\n    rangeCheck(index)\n    @Suppress("UNCHECKED_CAST")\n    return array[index].apply { array[index]\n      = element } as E\n  }\n\n  actual override fun add(element: E): Boolean {\n    checkIsMutable()\n    array.asDynamic().push(element)\n    modCount++\n    return true\n  }\n\n  actual override fun add(index: Int, element: E): Unit {\n    checkIsMutable()\n    array.asDynamic().splice(insertionRangeCheck(index), 0, element)\n    modCount++\n  }\n\n  private fun increaseLength(amount: Int): Int {\n    val previous = size\n    array.asDynamic().length = size + amount\n    return previous\n  }\n\n  actual override fun addAll(elements: Collection<E>): Boolean {\n    checkIsMutable()\n    if (elements.isEmpty()) return false\n\n    val offset = increaseLength(elements.size)\n    elements.forEachIndexed { index, element ->\n      array[offset + index] = element\n    }\n    modCount++\n    return true\n  }\n\n  actual override fun addAll(index: Int, elements: Collection<E>): Boolean {\n    checkIsMutable()\n    insertionRangeCheck(index)\n\n    if (index == size) return addAll(elements)\n    if (elements.isEmpty()) return false\n\n    val tail = array.asDynamic().splice(index).unsafeCast<Array<E>>()\n    addAll(elements)\n\n    val offset = increaseLength(tail.size)\n    repeat(tail.size) { tailIndex ->\n      array[offset + tailIndex] = tail[tailIndex]\n    }\n    modCount++\n    return true\n  }\n\n  actual override fun removeAt(index: Int): E {\n    checkIsMutable()\n    rangeCheck(index)\n    modCount++\n    return if (index == lastIndex)\n      array.asDynamic().pop()\n    else\n      array.asDynamic().splice(index, 1)[0]\n  }\n\n  actual override fun remove(element: E): Boolean {\n    checkIsMutable()\n    for (index in array.indices)\n      if (array[index] == element) {\n        array.asDynamic().splice(index, 1)\n        modCount++\n\n        return true\n      }\n    return false\n  }\n\n  override fun removeRange(fromIndex: Int, toIndex: Int) {\n    checkIsMutable()\n    modCount++\n    array.asDynamic().splice(fromIndex, toIndex - fromIndex)\n  }\n\n  actual override fun clear() {\n    checkIsMutable()\n    array = emptyArray()\n    modCount++\n  }\n\n  actual override fun indexOf(element: E): Int = array.indexOf(element)\n\n  actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)\n\n  override fun toString() = arrayToString(array)\n\n  @Suppress("UNCHECKED_CAST")\n  override fun <T> toArray(array: Array<T>): Array<T> {\n    if (array.size < size) {\n      return toArray() as Array<T>\n    }\n    (this.array as Array<T>).copyInto(array)\n    if (array.size > size) {\n      array[size] = null as T // null-terminate\n    }\n    return array\n  }\n\n  override fun toArray(): Array<Any?> {\n    return js("[ ]").slice.call(array)\n  }\n\n  internal override fun checkIsMutable() {\n    if (isReadOnly) throw UnsupportedOperationException()\n  }\n\n  private fun rangeCheck(index: Int) = index.apply {\n    AbstractList.checkElementIndex(index, size)\n  }\n\n  private fun insertionRangeCheck(index: Int) = index.apply {\n    AbstractList.checkPositionIndex(index, size)\n  }\n}"/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\ninternal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {\n  if (getStableSortingIsSupported()) {\n    array.asDynamic().sort(comparison)\n  } else {\n    mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))\n  }\n}\n\ninternal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {\n  if (getStableSortingIsSupported()) {\n    val comparison = { a: T, b: T -> comparator.compare(a, b) }\n    array.asDynamic().sort(comparison)\n  } else {\n    mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, comparator)\n  }\n}\n\ninternal fun <T> sortArrayWith(array: Array<out T>, fromIndex: Int, toIndex: Int, comparator: Comparator<in T>) {\n  if (fromIndex < toIndex - 1) {\n    mergeSort(array.unsafeCast<Array<T>>(), fromIndex, toIndex - 1, comparator)\n  }\n}\n\ninternal fun <T : Comparable<T>> sortArray(array: Array<out T>) {\n  if (getStableSortingIsSupported()) {\n    val comparison = { a: T, b: T -> a.compareTo(b) }\n    array.asDynamic().sort(comparison)\n  } else {\n    mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())\n  }\n}\n\nprivate var _stableSortingIsSupported: Boolean? = null\n\nprivate fun getStableSortingIsSupported(): Boolean {\n  _stableSortingIsSupported?.let

```

```

    { return it }
    _stableSortingIsSupported = false
    val array = js("[]").unsafeCast<Array<Int>>()
    // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    for (index in 0 until 600) array.asDynamic().push(index)
    val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
    array.asDynamic().sort(comparison)
    for (index in 1 until array.size) {
        val a = array[index - 1]
        val b = array[index]
        if ((a and 3) == (b and 3) && a >= b) return false
    }
    _stableSortingIsSupported = true
    return true
}

private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>) {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>>()
    val result = mergeSort(array, buffer, start, endInclusive, comparator)
    if (result !== array) {
        for (i in start..endInclusive)
            array[i] = result[i]
    }
    // Both start and end are inclusive indices.
    private fun <T> mergeSort(array: Array<T>, buffer: Array<T>, start: Int, end: Int, comparator: Comparator<in T>): Array<T> {
        if (start == end)
            return array
        val median = (start + end) / 2
        val left = mergeSort(array, buffer, start, median, comparator)
        val right = mergeSort(array, buffer, median + 1, end, comparator)
        val target = if (left === buffer) array else buffer
        // Merge.
        var leftIndex = start
        var rightIndex = median + 1
        for (i in start..end) {
            when {
                leftIndex <= median && rightIndex <= end -> {
                    val leftValue = left[leftIndex]
                    val rightValue = right[rightIndex]
                    if (comparator.compare(leftValue, rightValue) <= 0) {
                        target[i] = leftValue
                        leftIndex++
                    } else {
                        target[i] = rightValue
                        rightIndex++
                    }
                }
                leftIndex <= median -> {
                    target[i] = left[leftIndex]
                    leftIndex++
                }
                else /* rightIndex <= end */ -> {
                    target[i] = right[rightIndex]
                    rightIndex++
                }
            }
        }
        Unit // TODO: Fix KT-31506
    }
}
return target
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package
kotlin.collections
@OptIn(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>?.contentDeepHashCodeImpl(): Int {
    if (this == null) return 0
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null -> 0
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()
            element is UByteArray -> element.contentHashCode()
            element is UShortArray -> element.contentHashCode()
            element is UIntArray -> element.contentHashCode()
            element is ULongArray -> element.contentHashCode()
            else -> element.hashCode()
        }
        result = 31 * result + elementHash
    }
    return result
}

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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.collections
internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int
}

object hashCode : EqualityComparator {
    override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
}

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 */
package kotlin.collections
nimport kotlin.collections.MutableMap.MutableEntry
/**
 * Hash table based implementation of the [MutableMap] interface.
 *
 * This implementation makes no guarantees regarding the order of enumeration of [keys], [values] and [entries] collections.
 *
 * Classes that extend HashMap and implement `build()` (freezing) operation
 * have to make sure mutating methods check `checkIsMutable`.
 */
public actual open class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {
    private inner class EntrySet :

```



```

/**\n * Protected constructor to specify the underlying map. This is used by\n * LinkedHashSet.\n\n *
@param map underlying map to use.\n */\n internal constructor(map: HashMap<E, Any>) {\n this.map =
map\n }\n\n actual override fun add(element: E): Boolean {\n val old = map.put(element, this)\n return
old == null\n }\n\n actual override fun clear() {\n map.clear()\n }\n\n// public override fun clone(): Any
{\n// return HashSet<E>(this)\n// }\n\n actual override operator fun contains(element: E): Boolean =
map.containsKey(element)\n\n actual override fun isEmpty():
Boolean = map.isEmpty()\n\n actual override fun iterator(): MutableIterator<E> = map.keys.iterator()\n\n actual
override fun remove(element: E): Boolean = map.remove(element) != null\n\n actual override val size: Int get() =
map.size\n\n}\n\n/**\n * Creates a new instance of the specialized implementation of [HashSet] with the specified
[String] elements,\n * which elements the keys as properties of JS object without hashing them.\n */\n\npublic fun
stringSetOf(vararg elements: String): HashSet<String> {\n return HashSet(stringMapOf<Any>()).apply {
addAll(elements) }\n}\n\n","/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n * Based on GWT InternalHashMap\n * Copyright 2008 Google Inc.\n
*/\n\npackage kotlin.collections\n\nimport kotlin.collections.MutableMap.MutableEntry\nimport
kotlin.collections.AbstractMutableMap.SimpleEntry\n\n/**\n
* A simple wrapper around JavaScriptObject to provide [java.util.Map]-like semantics for any\n * key type.\n */\n
*\n * Implementation notes:\n */\n\n * A key's hashCode is the index in backingMap which should contain that
key. Since several keys may\n * have the same hash, each value in hashCodeMap is actually an array containing all
entries whose\n * keys share the same hash.\n */\n\ninternal class InternalHashMap<K, V>(override val equality:
EqualityComparator) : InternalMap<K, V> {\n\n private var backingMap: dynamic = createJsMap()\n override
var size: Int = 0\n private set\n\n override fun put(key: K, value: V): V? {\n val hashCode =
equality.getHashCode(key)\n val chainOrEntry = getChainOrEntryOrNull(hashCode)\n if (chainOrEntry
== null) {\n // This is a new chain, put it to the map.\n backingMap[hashCode] = SimpleEntry(key,
value)\n } else {\n if (chainOrEntry !is
Array<*>) {\n // It is an entry\n val entry: SimpleEntry<K, V> = chainOrEntry\n if
(equality.equals(entry.key, key)) {\n return entry.setValue(value)\n } else {\n
backingMap[hashCode] = arrayOf(entry, SimpleEntry(key, value))\n size++\n return null\n
}\n } else {\n // Chain already exists, perhaps key also exists.\n val chain:
Array<MutableEntry<K, V>> = chainOrEntry\n val entry = chain.findEntryInChain(key)\n if
(entry != null) {\n return entry.setValue(value)\n }\n chain.asDynamic().push(SimpleEntry(key, value))\n }\n }\n size++\n// structureChanged(host)\n
return null\n }\n\n override fun remove(key: K): V? {\n val hashCode = equality.getHashCode(key)\n
val
chainOrEntry = getChainOrEntryOrNull(hashCode) ?: return null\n if (chainOrEntry !is Array<*>) {\n
val entry: MutableEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n
jsDeleteProperty(backingMap, hashCode)\n size--\n return entry.value\n } else {\n
return null\n }\n } else {\n val chain: Array<MutableEntry<K, V>> = chainOrEntry\n for
(index in chain.indices) {\n val entry = chain[index]\n if (equality.equals(key, entry.key)) {\n
if (chain.size == 1) {\n chain.asDynamic().length = 0\n // remove the whole
array\n jsDeleteProperty(backingMap, hashCode)\n } else {\n // splice out
the entry we're removing\n chain.asDynamic().splice(index, 1)\n }\n size--\n// structureChanged(host)\n
return entry.value\n }\n }\n }\n return null\n }\n\n override fun clear() {\n backingMap = createJsMap()\n size = 0\n
}\n\n override fun contains(key: K): Boolean = getEntry(key) != null\n\n override fun get(key: K): V? =
getEntry(key)?.value\n\n private fun getEntry(key: K): MutableEntry<K, V>? {\n val chainOrEntry =
getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n if (chainOrEntry !is Array<*>) {\n
val entry: MutableEntry<K, V> = chainOrEntry\n if (equality.equals(entry.key, key)) {\n return

```

```

entry\n    } else {\n        return null\n    }\n    } else {\n        val chain: Array<MutableEntry<K,
V>> = chainOrEntry\n        return chain.findEntryInChain(key)\n    }\n}\n\n private fun
Array<MutableEntry<K,
V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n    firstOrNull { entry -> equality.equals(entry.key,
key) }\n\n override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n    return object :
MutableIterator<MutableEntry<K, V>> {\n        var state = -1 // -1 not ready, 0 - ready, 1 - done\n        val
keys: Array<String> = js("Object").keys(backingMap)\n        var keyIndex = -1\n        var chainOrEntry:
dynamic = null\n        var isChain = false\n        var itemIndex = -1\n        var lastEntry: MutableEntry<K,
V>? = null\n\n        private fun computeNext(): Int {\n            if (chainOrEntry != null && isChain) {\n
                val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n                if
(++itemIndex < chainSize)\n                    return 0\n            }\n            if (++keyIndex < keys.size) {\n
                chainOrEntry = backingMap[keys[keyIndex]]\n                isChain = chainOrEntry is Array<*>\n                itemIndex = 0\n                return 0\n            }
        }\n        else {\n            chainOrEntry = null\n            return 1\n        }\n    }\n\n override fun
hasNext(): Boolean {\n        if (state == -1)\n            state = computeNext()\n        return state == 0\n    }\n\n override fun next(): MutableEntry<K, V> {\n        if (!hasNext()) throw
NoSuchElementException()\n        val lastEntry = if (isChain) {\n            chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n        } else {\n            chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n        }\n        this.lastEntry = lastEntry\n        state = -1\n        return lastEntry\n    }\n\n override fun remove() {\n        checkNotNull(lastEntry)\n        this@InternalHashMap.remove(lastEntry!!.key)\n        lastEntry = null\n        // the chain
being iterated just got modified by InternalHashMap.remove\n        itemIndex--\n    }\n}\n\n private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n    val chainOrEntry =
backingMap[hashCode]\n    return if (chainOrEntry === undefined) null else chainOrEntry\n}\n\n"/**\n *
Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n/**\n * The common interface of [InternalStringMap] and [InternalHashMap].\n */\n\ninternal interface InternalMap<K, V> : MutableIterable<MutableMap.MutableEntry<K, V>> {\n    val equality:
EqualityComparator\n    val size: Int\n    operator fun contains(key: K): Boolean\n    operator fun
get(key: K): V?\n    fun put(key: K, value: V): V?\n    fun remove(key: K): V?\n    fun clear(): Unit\n    fun
createJsMap(): dynamic {\n        val result = js("Object.create(null)")\n        // force to switch object representation
to dictionary mode\n        result["foo"] = 1\n        jsDeleteProperty(result, "foo")\n        return result\n    }\n}\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n * Based on GWT InternalStringMap\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\nimport
kotlin.collections.MutableMap.MutableEntry\n\n/**\n * A simple wrapper around JavaScript Map for key type is
string.\n * Though this map is instantiated only with K=String, the K type is not fixed to String statically,\n *
because we want to have it erased to Any? in order not to generate type-safe override
bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n */\n\ninternal class InternalStringMap<K,
V>(override val equality: EqualityComparator) : InternalMap<K, V> {\n    private var backingMap: dynamic =
createJsMap()\n    override var size: Int = 0\n    private set\n\n    /**\n     * A mod count to track 'value'
replacements in map to ensure that the 'value' that we have in the\n     * iterator entry is guaranteed to be still
correct.\n     * This is to optimize for the common scenario where the values are not modified during\n     *
iterations where the entries are never stale.\n     */\n    private var valueMod: Int = 0\n    override operator fun
contains(key: K): Boolean {\n        if (key !is String) return false\n        return backingMap[key] !== undefined\n    }\n\n    override operator fun get(key: K): V? {\n        if (key !is String) return null\n        val value =
backingMap[key]\n        return if (value !== undefined) value.unsafeCast<V>()\n    }\n}

```



```

        last!!.remove()\n        map.remove(last!!.key)\n//        recordLastKnownStructure(map, this)\n        last = null\n    }\n    }\n\n    override fun add(element: MutableEntry<K, V>): Boolean = throw\n    UnsupportedOperationException("Add is not supported on entries")\n\n    override fun clear() {\n    this@LinkedHashMap.clear()\n    }\n\n    override fun containsEntry(element: Map.Entry<K, V>): Boolean =\n    this@LinkedHashMap.containsEntry(element)\n\n    override operator fun iterator():\n    MutableIterator<MutableEntry<K, V>> = EntryIterator()\n\n    override fun removeEntry(element: Map.Entry<K, V>): Boolean {\n        checkIsMutable()\n        if\n        (contains(element)) {\n            this@LinkedHashMap.remove(element.key)\n            return true\n        }\n        return false\n    }\n\n    override val size: Int get() = this@LinkedHashMap.size\n\n    override fun\n    checkIsMutable(): Unit = this@LinkedHashMap.checkIsMutable()\n\n    }\n\n    /*\n    * The head of the insert order\n    chain, which is a doubly-linked circular\n    * list.\n    *\n    * The most recently inserted node is at the end of the\n    chain, ie.\n    * chain.prev.\n    */\n    private var head: ChainEntry<K, V>? = null\n\n    /*\n    * Add this node to\n    the end of the chain.\n    */\n    private fun ChainEntry<K, V>.addToEnd() {\n        // This entry is not in the list.\n        check(next == null && prev == null)\n        val _head = head\n        if (_head == null) {\n            head = this\n            next\n            = this\n            prev = this\n        } else {\n            // Chain is valid.\n            val _tail = checkNotNull(_head.prev)\n            // Update me.\n            prev = _tail\n            next = _head\n            // Update my new siblings: current head and\n            old tail\n            _head.prev = this\n            _tail.next = this\n        }\n    }\n\n    /*\n    * Remove this node from the\n    chain it is a part of.\n    */\n    private fun ChainEntry<K, V>.remove() {\n        if (this.next === this) {\n            // if\n            this is single element, remove head\n            head = null\n        } else {\n            if (head === this) {\n                // if\n                this is first element, move head to next\n                head = next\n            }\n            next!!.prev = prev\n            prev!!.next = next\n        }\n        next = null\n        prev = null\n    }\n\n    /*\n    * The hashmap that keeps track of\n    our entries and the chain. Note that we\n    * duplicate the key here to eliminate\n    changes to HashMap and minimize the\n    * code here, at the expense of additional space.\n    */\n    private val map:\n    HashMap<K, ChainEntry<K, V>>\n\n    private var isReadOnly: Boolean = false\n\n    /*\n    * Constructs an\n    empty [LinkedHashMap] instance.\n    */\n    actual constructor(): super() {\n        map = HashMap<K,\n    ChainEntry<K, V>>()\n    }\n\n    internal constructor(backingMap: HashMap<K, Any>): super() {\n    @Suppress("UNCHECKED_CAST") // expected to work due to erasure\n        map = backingMap as\n    HashMap<K, ChainEntry<K, V>>\n    }\n\n    /*\n    * Constructs an empty [LinkedHashMap] instance.\n    *\n    * @param initialCapacity the initial capacity (ignored)\n    * @param loadFactor the load factor (ignored)\n    *\n    * @throws IllegalArgumentException if the initial capacity or load factor are negative\n    */\n    actual\n    constructor(initialCapacity: Int, loadFactor: Float): super(initialCapacity, loadFactor) {\n        map = HashMap<K,\n    ChainEntry<K, V>>()\n    }\n\n    actual\n    constructor(initialCapacity: Int): this(initialCapacity, 0.0f)\n\n    /*\n    * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.\n    */\n    actual\n    constructor(original: Map<out K, V>): {\n        map = HashMap<K, ChainEntry<K, V>>()\n        this.putAll(original)\n    }\n\n    @PublishedApi\n    internal fun build(): Map<K, V> {\n        checkIsMutable()\n        isReadOnly = true\n        @Suppress("UNCHECKED_CAST")\n        return if (size > 0) this else (Empty as\n    Map<K, V>)\n    }\n\n    actual\n    override fun clear() {\n        checkIsMutable()\n        map.clear()\n        head = null\n    }\n\n    //\n    override fun clone(): Any {\n        return LinkedHashMap(this)\n    }\n\n    //\n    actual\n    override fun\n    containsKey(key: K): Boolean = map.containsKey(key)\n\n    //\n    actual\n    override fun\n    containsValue(value: V): Boolean\n    {\n        var node: ChainEntry<K, V> = head?: return false\n        do {\n            if (node.value == value) {\n                return true\n            }\n            node = node.next!!\n        }\n        while (node != head)\n        return false\n    }\n\n    //\n    internal\n    override fun\n    createEntrySet():\n    MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()\n\n    //\n    actual\n    override\n    operator fun\n    get(key: K): V? =\n    map.get(key)?.value\n\n    //\n    actual\n    override\n    fun\n    put(key: K, value: V): V? {\n        checkIsMutable()\n        val old =\n    map.get(key)\n        if (old == null) {\n            val newEntry = ChainEntry(key, value)\n            map.put(key,\n    newEntry)\n            newEntry.addToEnd()\n            return null\n        } else {\n            return old.setValue(value)\n        }\n    }\n\n    //\n    actual\n    override\n    fun\n    remove(key: K): V? {\n        checkIsMutable()\n        val entry =

```

```

map.remove(key)\n    if (entry != null) {\n        entry.remove()\n        return entry.value\n    }\n    return
null\n }\n\n actual override val
size: Int get() = map.size\n\n internal override fun checkIsMutable() {\n    if (isReadOnly) throw
UnsupportedOperationException()\n }\n\n/**\n * Constructs the specialized implementation of
[LinkedHashMap] with [String] keys, which stores the keys as properties of\n * JS object without hashing them.\n
*\npublic fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {\n    return
LinkedHashMap<String, V>(stringMapOf<Any>()).apply { putAll(pairs) }\n}\n\n"/*\n * Copyright 2010-2023
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n * Based on GWT LinkedHashMap\n
*\n * Copyright 2008 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * The implementation of the [MutableSet]
interface, backed by a [LinkedHashMap] instance.\n *\n * This implementation preserves the insertion order of
elements during the iteration.\n
*\npublic actual open class LinkedHashMap<E> : HashSet<E>, MutableSet<E> {\n    private companion object {\n
        private val Empty = LinkedHashMap<Nothing>().also {\n            (it.map as LinkedHashMap<Nothing,
Any>).build()\n        }\n    }\n\n    internal constructor(map: LinkedHashMap<E, Any>) : super(map)\n\n    /**\n
 * Constructs a new empty [LinkedHashSet].\n
 */\n    actual constructor() : super(LinkedHashMap<E, Any>())\n\n    /**\n
 * Constructs a new [LinkedHashSet] filled with the elements of the specified collection.\n
 */\n    actual
constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {\n        addAll(elements)\n    }\n\n
    /**\n
 * Constructs a new empty [LinkedHashSet].\n
 */\n    * @param initialCapacity the initial capacity
(ignored)\n    * @param loadFactor the load factor (ignored)\n    * @throws IllegalArgumentException if
the initial capacity or load factor are negative\n
 */\n    actual constructor(initialCapacity:
Int, loadFactor: Float) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))\n\n    actual
constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)\n\n    @PublishedApi\n    internal fun build(): Set<E>
{\n        (map as LinkedHashMap<E, Any>).build()\n        return if (size > 0) this else Empty\n    }\n\n    internal
override fun checkIsMutable(): Unit = map.checkIsMutable()\n\n    // public override fun clone(): Any {\n//
return LinkedHashMap(this)\n//    }\n\n\n/**\n * Creates a new instance of the specialized implementation of
[LinkedHashSet] with the specified [String] elements,\n * which elements the keys as properties of JS object
without hashing them.\n
 */\n\npublic fun linkedStringSetOf(vararg elements: String): LinkedHashMap<String> {\n
return LinkedHashMap(linkedStringMapOf<Any>()).apply { addAll(elements) }\n}\n\n"/*\n * Copyright 2010-2020
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source
code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
 */\n\npackage
kotlin\n\nimport kotlin.contracts.*\n\n@DeprecatedSinceKotlin(warningSince = \"1.6\", errorSince =
\"1.9\")\n@Deprecated(\"Synchronization on any object is not supported in Kotlin/JS\",
ReplaceWith(\"run(block)\"))\n@kotlin.internal.InlineOnly\n@Suppress(\"UNUSED_PARAMETER\")\npublic
inline fun <R> synchronized(lock: Any, block: () -> R): R {\n    contract {\n        callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n    }\n    return block()\n}\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n
 */\n\npackage kotlin.io\n\ninternal abstract class BaseOutput {\n
open fun println() {\n    print(\"\\n\")\n }\n\n    open fun println(message: Any?) {\n        print(message)\n
println()\n }\n\n    abstract
fun print(message: Any?)\n\n    open fun flush() {\n}\n}\n\n/** JsName used to make the declaration available
outside of module to test it */\n@JsName(\"NodeJsOutput\")\ninternal class NodeJsOutput(val outputStream:
dynamic) : BaseOutput() {\n    override fun print(message: Any?) {\n        // TODO: Using local variable because of
bug in block decomposition lowering in IR backend\n        val messageString = String(message)\n
outputStream.write(messageString)\n    }\n}\n\n/** JsName used to make the declaration available outside of
module to test it */\n@JsName(\"OutputToConsoleLog\")\ninternal class OutputToConsoleLog : BaseOutput() {\n
override fun print(message: Any?) {\n    console.log(message)\n }\n\n    override fun println(message: Any?)
{\n    console.log(message)\n }\n\n    override fun println() {\n    console.log(\"\\n\")\n }\n}\n\n/** JsName

```

used to make the declaration available outside of module to test it and use at try.kotl.in

```
*\n@jsName("BufferedOutput")\ninternal
open class BufferedOutput : BaseOutput() {\n    var buffer = ""\n    override fun print(message: Any?) {\n        buffer += String(message)\n    }\n    override fun flush() {\n        buffer = ""\n    }\n}\n/** JsName used to
make the declaration available outside of module to test it
*\n@jsName("BufferedOutputToConsoleLog")\ninternal class BufferedOutputToConsoleLog : BufferedOutput()
{\n    override fun print(message: Any?) {\n        var s = String(message)\n        val i = s.nativeLastIndexOf("\n",
0)\n        if (i >= 0) {\n            buffer += s.substring(0, i)\n            flush()\n            s = s.substring(i + 1)\n        }\n        buffer += s\n    }\n    override fun flush() {\n        console.log(buffer)\n        buffer = ""\n    }\n}\n/** JsName
used to make the declaration available outside of module to test it and use at try.kotl.in
*\n@jsName("output")\ninternal var output = run {\n    val isNode: Boolean = js("typeof
process !== 'undefined' && process.versions && !process.versions.node")\n    if (isNode)
NodeJsOutput(js("process.stdout")) else
BufferedOutputToConsoleLog()\n}\n\n@kotlin.internal.InlineOnly\nprivate inline fun String(value: Any?): String =
js("String")(value)\n\n/** Prints the line separator to the standard output stream. */\npublic actual fun println() {\n    output.println()\n}\n\n/** Prints the given [message] and the line separator to the standard output stream. */\npublic
actual fun println(message: Any?) {\n    output.println(message)\n}\n\n/** Prints the given [message] to the standard
output stream. */\npublic actual fun print(message: Any?) {\n    output.print(message)\n}\n\n@SinceKotlin("1.6")\npublic actual fun readln(): String = throw
UnsupportedOperationException("readln is not supported in Kotlin/JS")\n\n@SinceKotlin("1.6")\npublic actual
fun readlnOrNull(): String? = throw UnsupportedOperationException("readlnOrNull is not supported in
Kotlin/JS"), /*\n
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.coroutines\nimport kotlin.coroutines.intrinsics.CoroutineSingletons.*\nimport
kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal
actual class SafeContinuation<in T>\ninternal actual constructor(\n    private val delegate: Continuation<T>,\n    initialResult: Any?\n) : Continuation<T> {\n    @PublishedApi\n    internal actual constructor(delegate:
Continuation<T>) : this(delegate, UNDECIDED)\n\n    public actual override val context: CoroutineContext\n    get() = delegate.context\n\n    private var result: Any? = initialResult\n\n    public actual override fun
resumeWith(result: Result<T>) {\n        val cur = this.result\n        when {\n            cur === UNDECIDED -> {\n                this.result = result.value\n            }\n            cur === COROUTINE_SUSPENDED -> {\n                this.result = RESUMED\n                delegate.resumeWith(result)\n            }\n            else -> throw IllegalStateException("Already resumed")\n        }\n    }\n\n    @PublishedApi\n    internal actual fun getOrThrow(): Any? {\n        if (result === UNDECIDED) {\n            result = COROUTINE_SUSPENDED\n            return COROUTINE_SUSPENDED\n        }\n        val result =
this.result\n        return when {\n            result === RESUMED -> COROUTINE_SUSPENDED // already called
continuation, indicate COROUTINE_SUSPENDED upstream\n            result is Result.Failure -> throw
result.exception\n            else -> result // either COROUTINE_SUSPENDED or data\n        }\n    }\n}\n\n/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.coroutines.cancellation\n\n@SinceKotlin("1.4")\npublic actual open class CancellationException :
IllegalStateException {\n    actual constructor(): super()\n    actual constructor(message: String?): super(message)\n    constructor(message: String?, cause: Throwable?): super(message, cause)\n    constructor(cause: Throwable?):
super(cause)\n}\n\n/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.coroutines.js.internal\nimport kotlin.coroutines.Continuation\nimport
kotlin.coroutines.EmptyCoroutineContext\n\n@PublishedApi\n@SinceKotlin("1.3")\ninternal val
```

EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result -> \n result.getOrThrow()\n }", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed

by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.\n */\n@Suppress("NOT_DOCUMENTED")\npublic external class Date() {\n public constructor(milliseconds: Number)\n public constructor(dateString: String)\n public constructor(year: Int, month: Int)\n public constructor(year: Int, month: Int, day: Int)\n public constructor(year: Int, month: Int, day: Int, hour: Int)\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)\n public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)\n public fun getDate(): Int\n public fun getDay(): Int\n public fun getFullYear(): Int\n public fun getHours(): Int\n public fun getMilliseconds(): Int\n public fun getMinutes(): Int\n public fun getMonth(): Int\n public fun getSeconds(): Int\n public fun getTime(): Double\n public fun getTimezoneOffset(): Int\n public fun getUTCDate(): Int\n public fun getUTCDay(): Int\n public fun getUTCFullYear(): Int\n public fun getUTCHours(): Int\n public fun getUTCMilliseconds(): Int\n public fun getUTCMinutes(): Int\n public fun getUTCMonth(): Int\n public fun getUTCSeconds(): Int\n public fun toDateString(): String\n public fun toISOString(): String\n public fun toJSON(): Json\n public fun toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n public fun toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String\n public fun toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n public fun toLocaleString(locales: String, options: LocaleOptions = definedExternally): String\n public fun toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String\n public fun toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String\n public fun toTimeString(): String\n public fun toUTCString(): String\n public companion object {\n public fun now(): Double\n public fun parse(dateString: String): Double\n public fun UTC(year: Int, month: Int): Double\n public fun UTC(year: Int, month: Int, day: Int): Double\n public fun UTC(year: Int, month: Int, day: Int, hour: Int): Double\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int): Double\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int): Double\n public fun UTC(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number): Double\n }\n public interface LocaleOptions {\n public var localeMatcher: String?\n public var timeZone: String?\n public var hour12: Boolean?\n public var formatMatcher: String?\n public var weekday: String?\n public var era: String?\n public var year: String?\n public var month: String?\n public var day: String?\n public var hour: String?\n public var minute: String?\n public var second: String?\n public var timeZoneName: String?\n }\n }\n\npublic inline fun dateLocaleOptions(init: Date.LocaleOptions.() -> Unit): Date.LocaleOptions {\n val result = js("new Object()").unsafeCast<Date.LocaleOptions>()\n init(result)\n return result\n }", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache

2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.Document\nimport org.w3c.dom.Element\nimport kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.appendElement as newAppendElement\nimport kotlinx.dom.createElement as newCreateElement\n\n/**\n * Creates a new element with the specified [name].\n */\n * The element is initialized with the specified [init] function.\n */\n@LowPriorityInOverloadResolution\n@Deprecated(\n message = "This API is moved to another package, use 'kotlinx.dom.createElement' instead.",\n replaceWith = ReplaceWith("this.createElement(name, init)"),\n "kotlinx.dom.createElement")\n@DeprecatedSinceKotlin(warningSince = "1.4", errorSince = "1.6")\npublic inline fun Document.createElement(name: String, noinline init: Element.() -> Unit): Element =

```

this.newCreateElement(name, init)\n\n/**\n * Appends a newly created element with the specified [name] to this
element.\n\n
 * The element is initialized with the specified [init] function.\n
*\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to another package,
use 'kotlinx.dom.appendElement' instead.\",\n  replaceWith = ReplaceWith(\"this.appendElement(name, init)\",
\"kotlinx.dom.appendElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic
inline fun Element.appendElement(name: String, noinline init: Element.() -> Unit): Element =
this.newAppendElement(name, init)\n\n\",/>\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\npackage kotlin.dom\n\nimport org.w3c.dom.Element\nimport
kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.addClass as newAddClass\nimport
kotlinx.dom.hasClass as newHasClass\nimport kotlinx.dom.removeClass as newRemoveClass\n\n/** Returns
true if the element has the given CSS class style in its 'class' attribute
*\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to another package,
use 'kotlinx.dom.hasClass' instead.\",\n  replaceWith = ReplaceWith(\"this.hasClass(cssClass)\",
\"kotlinx.dom.hasClass\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline fun
Element.hasClass(cssClass: String): Boolean = this.newHasClass(cssClass)\n\n/**\n * Adds CSS class to element.
Has no effect if all specified classes are already in class attribute of the element\n *\n * @return true if at least one
class has been added\n *\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved
to another package, use 'kotlinx.dom.addClass' instead.\",\n  replaceWith =
ReplaceWith(\"this.addClass(cssClasses)\", \"kotlinx.dom.addClass\")\n)\n@DeprecatedSinceKotlin(warningSince
= \"1.4\", errorSince = \"1.6\")\ninline fun Element.addClass(vararg cssClasses:
String): Boolean = this.newAddClass(*cssClasses)\n\n/**\n * Removes all [cssClasses] from element. Has no effect
if all specified classes are missing in class attribute of the element\n *\n * @return true if at least one class has been
removed\n *\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to another
package, use 'kotlinx.dom.removeClass' instead.\",\n  replaceWith =
ReplaceWith(\"this.removeClass(cssClasses)\",
\"kotlinx.dom.removeClass\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\ninline
fun Element.removeClass(vararg cssClasses: String): Boolean = this.newRemoveClass(*cssClasses)\",/>\n *
Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage
kotlin.dom\n\nimport org.w3c.dom.Element\nimport org.w3c.dom.Node\nimport
kotlin.internal.LowPriorityInOverloadResolution\nimport
kotlinx.dom.isElement as newIsElement\nimport kotlinx.dom.isText as newIsText\n\n/**\n * Gets a value
indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.\n
*\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to another package,
use 'kotlinx.dom.isText' instead.\",\n  replaceWith = ReplaceWith(\"this.isText\",
\"kotlinx.dom.isText\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val
Node.isText: Boolean\n  inline get() = this.newIsText\n\n/**\n * Gets a value indicating whether this node is an
[Element].\n *\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = \"This API is moved to
another package, use 'kotlinx.dom.isElement' instead.\",\n  replaceWith = ReplaceWith(\"this.isElement\",
\"kotlinx.dom.isElement\")\n)\n@DeprecatedSinceKotlin(warningSince = \"1.4\", errorSince = \"1.6\")\npublic val
Node.isElement: Boolean\n  inline get() = this.newIsElement\n\",/>\n
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage
kotlin.dom\n\nimport org.w3c.dom.Element\nimport org.w3c.dom.Node\nimport
kotlin.internal.LowPriorityInOverloadResolution\nimport kotlinx.dom.appendText as newAppendText\nimport
kotlinx.dom.clear as newClear\n\n/** Removes all the children from this node.

```

```

*/\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = `This API is moved to another package,
use 'kotlinx.dom.clear' instead.`,\n  replaceWith = ReplaceWith(`this.clear()`),
`kotlinx.dom.clear`)\n)\n)\n@DeprecatedSinceKotlin(warningSince = `1.4`, errorSince = `1.6`)\n\npublic inline fun
Node.clear() = this.newClear()\n\n/**\n * Creates text node and append it to the element.\n * \n * @return this
element\n */\n)\n@LowPriorityInOverloadResolution\n@Deprecated(\n  message = `This API is moved to another
package, use 'kotlinx.dom.appendText' instead.`,\n  replaceWith = ReplaceWith(`this.appendText(text)`),
`kotlinx.dom.appendText`)\n)\n)\n@DeprecatedSinceKotlin(warningSince = `1.4`, errorSince = `1.6`)\n\ninline fun
Element.appendText(text: String): Element = this.newAppendText(text)\n\n"/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * Reinterprets this value
as a value of the [dynamic type](/docs/reference/dynamic-type.html).\n */\n)\n@kotlin.internal.InlineOnly\n\npublic
inline fun Any?.asDynamic(): dynamic = this\n\n/**\n * Reinterprets this value as a value of the specified type [T]
without any actual type checking.\n */\n)\n@kotlin.internal.InlineOnly\n\npublic inline fun <T> Any?.unsafeCast():
@kotlin.internal.NoInfer T = this.asDynamic()\n\n/**\n * Reinterprets this `dynamic` value as a value
of the specified type [T] without any actual type checking.\n */\n)\n@kotlin.internal.DynamicExtension\n\n@JsName(`unsafeCastDynamic`)\n)\n@kotlin.internal.InlineOnly\n\npublic
inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this\n\n/**\n * Allows to iterate this `dynamic`
object in the following cases:\n * - when it has an `iterator` function,\n * - when it is an array\n * - when it is an
instance of [kotlin.collections.Iterable]\n */\n)\n@kotlin.internal.DynamicExtension\n\npublic operator fun
dynamic.iterator(): Iterator<dynamic> {\n  val r: Any? = this\n\n  return when {\n    this[`iterator`] != null ->\n
    this[`iterator`]()\n    isArrayish(r) ->\n    r.unsafeCast<Array<*>>().iterator()\n\n    else ->\n
    (r as Iterable<*>).iterator()\n  }\n}\n\n"/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt
file.\n */\n\npackage kotlin.enums\n\n// Unused stub\n\ninternal actual class EnumEntriesSerializationProxy<E :
Enum<E>> actual constructor(entries: Array<E>)\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get declarations directly under the
module\n)\n@JsName(`throwNPE`)\n\ninternal fun throwNPE(message: String) {\n  throw
NullPointerException(message)\n}\n)\n@JsName(`throwCCE`)\n\ninternal fun throwCCE() {\n  throw
ClassCastException(`Illegal cast`)\n}\n)\n@JsName(`throwISE`)\n\ninternal fun throwISE(message: String) {\n
throw IllegalStateException(message)\n}\n)\n@JsName(`throwUPAE`)\n\ninternal fun throwUPAE(propertyName:
String) {\n  throw UninitializedPropertyAccessException(`lateinit property ${propertyName} has not been
initialized`)\n}\n\n"/*\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each
group.\n * \n * @return a [Map] associating the key of each group with the count of elements in the group.\n * \n *
@sample samples.collections.Grouping.groupingByEachCount\n */\n)\n@SinceKotlin(`1.1`)\n\npublic actual fun <T,
K> Grouping<T, K>.eachCount(): Map<K, Int> =\n  fold(0) { acc, _ -> acc + 1 }\n\n/**\n * Groups elements
from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each
group.\n * \n * @return a [Map] associating the key of each group with the count of element in the group.\n */\n)\n@SinceKotlin(`1.1`)\n\npublic inline fun <T, K> Grouping<T, K>.eachSumOf(valueSelector: (T) -> Int):
Map<K, Int> =\n  fold(0)
{ acc, e -> acc + valueSelector(e) }\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n)\n@file:kotlin.jvm.JvmName(`GroupingKt`)\n)\n@file:kotlin.jvm.JvmMultifileClass\n\npackage

```

kotlin.collections\n\n**\n * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.\n *\n * A [Grouping] structure serves as an intermediate step in group-and-fold operations:\n * they group elements by their keys and then fold each group with some aggregating operation.\n *\n * It is created by attaching `keySelector: (T) -> K` function to a source of elements.\n * To get an instance of [Grouping] use one of `groupingBy` extension functions:\n * - [Iterable.groupingBy]\n * - [Sequence.groupingBy]\n * - [Array.groupingBy]\n * - [CharSequence.groupingBy]\n *\n * For the list of group-and-fold operations available, see the [extension functions](#extension-functions) for `Grouping`.\n

```

*\n@SinceKotlin("1.1")\npublic interface Grouping<T, out K> {\n    /** Returns an [Iterator] over the elements of the source of this grouping. */\n    fun sourceIterator(): Iterator<T>\n    /** Extracts the key of an [element]. */\n    fun keyOf(element: T): K\n}\n\n**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation function is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * @return a [Map] associating the key of each group with the result of aggregation of the group elements.\n * @sample samples.collections.Grouping.aggregateByRadix\n
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R> Grouping<T, K>.aggregate(\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): Map<K, R> {\n    return aggregateTo(mutableMapOf<K, R>(), operation)\n}\n\n**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments,\n * and stores the results in the given [destination] map.\n *\n * The key for each element is provided by the [Grouping.keyOf] function.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;\n * - `element`: the element from the source being aggregated;\n * - `first`: indicates whether it's the first `element` encountered in the group.\n *\n * If the [destination] map already has a value corresponding to some key,\n * then the elements being aggregated for that key are never considered as `first`.\n *\n * @return the [destination] map associating the key of each group with the result of aggregation of the group elements.\n * @sample samples.collections.Grouping.aggregateByRadixTo\n
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.aggregateTo(\n    destination: M,\n    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R\n): M {\n    for (e in this.sourceIterator()) {\n        val key = keyOf(e)\n        val accumulator = destination[key]\n        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))\n    }\n    return destination\n}\n\n**\n * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,\n * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.\n *\n * An initial value of accumulator is provided by [initialValueSelector] function.\n *\n * @param initialValueSelector a function that provides an initial value of accumulator for each group.\n * It's invoked with parameters:\n * - `key`: the key of the group;\n * - `element`: the first element being encountered in that group.\n *\n * @param operation a function that is invoked on each element with the following parameters:\n * - `key`: the key of the group this element belongs to;\n * - `accumulator`: the current value of the accumulator of the group;\n * - `element`: the element from the source being accumulated.\n *\n * @return a [Map] associating the key of each group with the result of accumulating the group elements.\n * @sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue\n
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, R> Grouping<T, K>.fold(\n    initialValueSelector: (key: K, element: T) -> R,\n    operation: (key: K, accumulator: R, element: T) -> R\n): Map<K, R> =\n    @Suppress("UNCHECKED_CAST")\n    aggregate { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }\n\n**\n * Groups
  
```

elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments and stores the results in the given [destination] map. An initial value of accumulator is provided by [initialValueSelector] function.

@param initialValueSelector a function that provides an initial value of accumulator for each group. It's invoked with parameters:

- `key`: the key of the group;
- `element`: the first element being encountered in that group.

If the [destination] map already has a value corresponding to some key, that value is used as an initial value of the accumulator for that group and the [initialValueSelector] function is not called for that group.

@param operation a function that is invoked on each element with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo
```

`@SinceKotlin("1.1")` public inline fun <T, K, R, M : MutableMap<in K, R>>

```
Grouping<T, K>.foldTo(
    destination: M,
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
```

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in a new map. An initial value of accumulator is the same [initialValue] for each group.

@param operation a function that is invoked on each element with the following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.foldByEvenLengthWithConstantInitialValue
```

`@SinceKotlin("1.1")` public inline fun <T, K, R> Grouping<T, K>.fold(
 initialValue: R,
 operation: (accumulator: R, element: T) -> R): Map<K, R> =
 @Suppress("UNCHECKED_CAST")
 aggregate { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially, passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.

An initial value of accumulator is the same [initialValue] for each group. If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial value of the accumulator for that group.

@param operation a function that is invoked on each element with the following parameters:

- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample

```
samples.collections.Grouping.foldByEvenLengthWithConstantInitialValueTo
```

`@SinceKotlin("1.1")` public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
 destination: M,
 initialValue: R,
 operation: (accumulator: R, element: T) -> R): M =
 @Suppress("UNCHECKED_CAST")
 aggregateTo(destination) { _, acc, e, first -> operation(if (first) initialValue else acc as R, e) }

Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group, passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

An initial value of accumulator is the first element of the group.

@param operation a function that is invoked on each subsequent element of the group with the following parameters:

- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group;
- `element`: the element from the source being accumulated.

@return a [Map] associating the key of each group with the result of accumulating the group elements.

@sample


```

samples.collections.Grouping.reduceByMaxVowels\n *\n@SinceKotlin("1.1")\npublic inline fun <S, T : S, K>
Grouping<T, K>.reduce(\n operation: (key: K, accumulator: S, element: T) -> S)\n): Map<K, S> =\n aggregate {
key, acc, e, first ->\n @Suppress("UNCHECKED_CAST")\n if (first) e else operation(key, acc as S, e)\n }
\n\n/**\n * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the
elements of each group\n
* sequentially starting from the second element of the group,\n * passing the previously accumulated value and the
current element as arguments,\n * and stores the results in the given [destination] map.\n * An initial value of
accumulator is the first element of the group.\n *\n * If the [destination] map already has a value corresponding to
the key of some group,\n * that value is used as an initial value of the accumulator for that group and the first
element of that group is also\n * subjected to the [operation].\n *\n * @param operation a function that is invoked on
each subsequent element of the group with the following parameters:\n * - `accumulator`: the current value of the
accumulator of the group;\n * - `element`: the element from the source being folded;\n *\n * @return the
[destination] map associating the key of each group with the result of accumulating the group elements.\n
*\n * @sample samples.collections.Grouping.reduceByMaxVowelsTo\n *\n@SinceKotlin("1.1")\npublic inline
fun <S, T : S, K, M : MutableMap<in K, S>> Grouping<T, K>.reduceTo(\n destination: M,\n operation: (key:
K, accumulator: S, element: T) -> S)\n): M =\n aggregateTo(destination) { key, acc, e, first ->\n
@Suppress("UNCHECKED_CAST")\n if (first) e else operation(key, acc as S, e)\n }
\n\n/**\n * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.\n
*\n * If the [destination] map already has a value corresponding to the key of some group,\n * that value is used as an
initial value of the counter for that group.\n *\n * @return the [destination] map associating the key of each group
with the count of elements in the group.\n *\n * @sample samples.collections.Grouping.groupingByEachCount\n
*\n@SinceKotlin("1.1")\npublic fun <T, K, M : MutableMap<in K, Int>> Grouping<T,
K>.eachCountTo(destination: M): M =\n foldTo(destination, 0) { acc, _ -> acc + 1 }
\n\n/**\n * Groups elements from the
[Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group\n
* to the given [destination] map.\n *\n * If the [destination] map already has a value corresponding to the key of
some group,\n * that value is used as an initial value of the sum for that group.\n *\n * @return the [destination] map
associating the key of each group with the sum of elements in the group.\n
*\n@SinceKotlin("1.1")\npublic inline fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int):
M =\n foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}\n\n/**\n * TODO: sum by long and by
double overloads\n\npublic inline fun <T, K, M : MutableMap<in K, Long>> Grouping<T,
K>.sumEachByLongTo(destination: M, valueSelector: (T) -> Long): M =\n foldTo(destination, 0L) { acc, e ->
acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long):
Map<K,
Long> =\n fold(0L) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K, M : MutableMap<in K,
Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =\n
foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e)}\n\npublic inline fun <T, K> Grouping<T,
K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =\n fold(0.0) { acc, e -> acc +
valueSelector(e)}\n\n"/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\npackage
kotlin.js\n\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.FUNCTION,
AnnotationTarget.PROPERTY)\ninternal annotation class JsPolyfill(val implementation: String)\n"/**\n *
Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache
2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage
kotlin.io.encoding\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\n@kotlin.internal.InlineOnly\ninternal
actual inline fun Base64.platformCharsToBytes(source: CharSequence, startIndex: Int, endIndex: Int): ByteArray

```

```

{\n  return charsToBytesImpl(source, startIndex,
endIndex)\n}\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\n@kotlin.internal.InlineOnly\ninternal
actual inline fun Base64.platformEncodeToString(source: ByteArray, startIndex: Int, endIndex: Int): String {\n  val
byteResult = encodeToByteArrayImpl(source, startIndex, endIndex)\n  return
bytesToStringImpl(byteResult)\n}\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\n@kotlin.internal.Inline
Only\ninternal actual inline fun Base64.platformEncodeIntoByteArray(\n  source: ByteArray,\n  destination:
ByteArray,\n  destinationOffset: Int,\n  startIndex: Int,\n  endIndex: Int\n): Int {\n  return
encodeIntoByteArrayImpl(source,
destination, destinationOffset, startIndex,
endIndex)\n}\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\n@kotlin.internal.InlineOnly\ninternal actual
inline fun Base64.platformEncodeToByteArray(\n  source: ByteArray,\n  startIndex: Int,\n  endIndex: Int\n):
ByteArray {\n  return encodeToByteArrayImpl(source, startIndex, endIndex)\n}"/*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\n/**\n * An
interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is
[Any?][Any].\n */\n\npublic external interface Json {\n  /**\n   * Calls to the function will be translated to indexing
operation (square brackets) on the receiver with [propertyName] as the argument.\n   * E.g. for next code:\n
 * ```kotlin\n   * fun test(j: Json,
p: String) = j["prop"] + j.get(p)\n   * ```\n   * will be generated:\n   * ```js\n   * function test(j, p) {\n
 *   return j["prop"] + j[p];\n   * }\n   * ```\n   */\n   * operator fun get(propertyName: String): Any?\n\n   /**\n
 * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square
brackets/index operation) with [propertyName].\n   * E.g. for the following code:\n   * ```kotlin\n   * fun
test(j: Json, p: String, newValue: Any) {\n   *   j["prop"] = 1\n   *   j.set(p, newValue)\n   * }\n   * ```\n
 * will be generated:\n   * ```js\n   * function test(j, p, newValue) {\n   *   j["prop"] = 1;\n   *   j[p] =
newValue;\n   * }\n   * }\n   * ```\n   */\n   * operator fun set(propertyName: String, value: Any?):
Unit\n}\n\n/**\n * Returns a simple JavaScript object (as [Json]) using provided key-value pairs as names and
values of its properties.\n\n   */\n\npublic fun json(vararg pairs: Pair<String, Any?>): Json {\n  val res: dynamic = js("{}")\n  for ((name,
value) in pairs) {\n    res[name] = value\n  }\n  return res\n}\n\n/**\n * Adds key-value pairs from [other] to
[this].\n * Returns the original receiver.\n */\n\npublic fun Json.add(other: Json): Json {\n  val keys: Array<String> =
js("Object").keys(other)\n  for (key in keys) {\n    if (other.asDynamic().hasOwnProperty(key)) {\n
this[key] = other[key];\n    }\n  }\n  return this\n}\n\n/**\n * Exposes the JavaScript [JSON]
object](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/JSON) to Kotlin.\n\n
 */\n\n@Suppress("NOT_DOCUMENTED")\npublic external object JSON {\n  public fun stringify(o: Any?):
String\n  public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?): String\n  public fun
stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int):
String\n  public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space:
String): String\n  public fun stringify(o: Any?, replacer: Array<String>): String\n  public fun stringify(o: Any?,
replacer: Array<String>, space: Int): String\n  public fun stringify(o: Any?, replacer: Array<String>, space:
String): String\n\n  public fun <T> parse(text: String): T\n  public fun <T> parse(text: String, reviver: ((key:
String, value: Any?) -> Any?): T)\n}\n}"/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.math\n\nimport kotlin.internal.InlineOnly\nimport kotlin.js.JsMath
as nativeMath\n\n// region ===== Double Math
=====
\n\n/**\n * Computes the sine of the angle [x] given in
radians.\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)`
is `NaN`\n */\n\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Double): Double =
nativeMath.sin(x)\n\n/**\n * Computes the cosine of the angle [x] given in radians.\n * Special cases:\n * -

```

```

`cos(NaN|+Inf|-Inf)` is `NaN`  

Double = nativeMath.cos(x)  

** Computes the tangent of the angle [x] given in radians.  

Special cases:  

- `tan(NaN|+Inf|-Inf)` is `NaN`  

Double): Double = nativeMath.tan(x)  

** Computes the arc sine of the value [x];  

the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.  

Special cases:  

- `asin(x)` is `NaN`, when  $abs(x) > 1$   

or x is `NaN`  

Double): Double = nativeMath.asin(x)  

** Computes the arc cosine of the value [x];  

the returned value is an angle in the range from  $0.0$  to  $\pi$  radians.  

Special cases:  

- `acos(x)` is `NaN`, when  $abs(x) > 1$   

or x is `NaN`  

Double): Double = nativeMath.acos(x)  

** Computes the arc tangent of the value [x];  

the returned value is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.  

Special cases:  

- `atan(NaN)` is `NaN`  

Double): Double = nativeMath.atan(x)  

** Returns the angle  $\theta$  of the polar coordinates (r, theta) that correspond to the rectangular coordinates (x, y) by computing the arc tangent of the value [y] / [x];  

the returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.  

Special cases:  

- `atan2(0.0, 0.0)` is  $0.0$   

- `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$   

- `atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and  $-\pi$  for  $x < 0$   

- `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-Inf < y < 0$   

- `atan2(y, -Inf)` is  $\pi$  for  $0 < y < +Inf$  and  $-\pi$  for  $-Inf < y < 0$   

- `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$   

- `atan2(+Inf, x)` is  $\pi/2$  for finite  $x$   

- `atan2(-Inf, x)` is  $-\pi/2$  for finite  $x$   

- `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`  

Double): Double = nativeMath.atan2(y, x)  

** Computes the hyperbolic sine of the value [x].  

Special cases:  

- `sinh(NaN)` is `NaN`  

- `sinh(+Inf)` is  $+Inf$   

- `sinh(-Inf)` is  $-Inf$   

Double): Double = nativeSinh(x)  

** Computes the hyperbolic cosine of the value [x].  

Special cases:  

- `cosh(NaN)` is `NaN`  

- `cosh(+Inf|-Inf)` is  $+Inf$   

Double): Double = nativeCosh(x)  

** Computes the hyperbolic tangent of the value [x].  

Special cases:  

- `tanh(NaN)` is `NaN`  

- `tanh(+Inf)` is  $1.0$   

- `tanh(-Inf)` is  $-1.0$   

Double): Double = nativeTanh(x)  

** Computes the inverse hyperbolic sine of the value [x].  

The returned value is  $y$  such that  $\sinh(y) == x$ .  

Special cases:  

- `asinh(NaN)` is `NaN`  

- `asinh(+Inf)` is  $+Inf$   

- `asinh(-Inf)` is  $-Inf$   

Double): Double = nativeAsinh(x)  

** Computes the inverse hyperbolic cosine of the value [x].  

The returned value is positive  $y$  such that  $\cosh(y) == x$ .  

Special cases:  

- `acosh(NaN)` is `NaN`  

- `acosh(x)` is `NaN` when  $x < 1$   

- `acosh(+Inf)` is  $+Inf$   

Double): Double = nativeAcosh(x)  

** Computes the inverse hyperbolic tangent of the value [x].  

The returned value is  $y$  such that  $\tanh(y) == x$ .  

Special cases:  

- `atanh(NaN)` is `NaN`  

- `atanh(x)` is `NaN` when  $x > 1$  or  $x < -1$   

- `atanh(1.0)` is  $+Inf$   

- `atanh(-1.0)` is  $-Inf$   

Double): Double = nativeAtanh(x)  

** Computes  $\sqrt{x^2 + y^2}$  without intermediate overflow or underflow.  

Special cases:  

- returns  $+Inf$  if any of arguments is infinite  

- returns `NaN` if any of arguments is `NaN` and the other is not infinite  

Double): Double = nativeHypot(x, y)  

** Computes the positive square root of the value [x].  

Special cases:  

- `sqrt(x)` is `NaN` when  $x < 0$  or  $x` is `NaN`  

Double): Double = nativeMath.sqrt(x)  

** Computes Euler's number  $e$  raised to the power of the value [x].  

Special cases:  

- `exp(NaN)` is `NaN`  

- `exp(+Inf)` is  $+Inf$   

- `exp(-Inf)` is  $0.0$   

Double): Double = nativeMath.exp(x)  

** Computes  $\exp(x) - 1$ .  

This function can be implemented to produce more precise result for [x] near zero.  

Special cases:  

- `expm1(NaN)` is `NaN`  

- `expm1(+Inf)` is  $+Inf$$ 
```

```

* - `expm1(-Inf)` is -1.0
*n * @see [exp] function.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual
inline fun expm1(x: Double): Double = nativeExpm1(x)
*n /**
*n * Computes the logarithm of the value [x] to the
given [base].
*n * Special cases:
*n * - `log(x, b)` is NaN if either x or b are NaN
*n * - `log(x, b)` is NaN when x < 0 or b <= 0 or b == 1.0
*n * -
`log(+Inf, +Inf)` is NaN
*n * - `log(+Inf, b)` is +Inf for b > 1 and -Inf for b < 1
*n * - `log(0.0, b)` is -Inf
for b > 1 and +Inf for b > 1
*n * See also logarithm functions for common fixed bases: [ln], [log10] and
[log2].
*n @SinceKotlin("1.2")
*n public actual fun log(x: Double, base: Double): Double {
    if (base <= 0.0 ||
base == 1.0) return Double.NaN
    return nativeMath.log(x) / nativeMath.log(base)
}
*n /**
*n * Computes the
natural logarithm (base E) of the value [x].
*n * Special cases:
*n * - ln(NaN) is NaN
*n * - ln(x) is NaN
when x < 0.0
*n * - ln(+Inf) is +Inf
*n * - ln(0.0) is -Inf
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public
actual inline fun ln(x: Double): Double = nativeMath.log(x)
*n /**
*n * Computes the common logarithm (base 10)
of the value [x].
*n * @see [ln] function for special cases.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public
actual inline fun log10(x: Double): Double = nativeLog10(x)
*n /**
*n * Computes the binary logarithm (base 2) of the value [x].
*n * @see [ln] function for special cases.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun log2(x: Double): Double =
nativeLog2(x)
*n /**
*n * Computes ln(x + 1).
*n * This function can be implemented to produce more precise
result for [x] near zero.
*n * Special cases:
*n * - ln1p(NaN) is NaN
*n * - ln1p(x) is NaN where x < -
1.0
*n * - ln1p(-1.0) is -Inf
*n * - ln1p(+Inf) is +Inf
*n * @see [ln] function
*n * @see [expm1] function
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun ln1p(x: Double): Double =
nativeLog1p(x)
*n /**
*n * Rounds the given value [x] to an integer towards positive infinity.
*n * @return the
smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.
*n * Special cases:
*n * - ceil(x) is x where x is NaN or +Inf or -Inf or already a mathematical integer.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public
actual inline fun ceil(x: Double): Double = nativeMath.ceil(x)
*n /**
*n * Rounds the given value [x] to an integer
towards negative infinity.
*n * @return the largest double value that is smaller than or equal to the given value [x]
and is a mathematical integer.
*n * Special cases:
*n * - floor(x) is x where x is NaN or +Inf or -Inf or
already a mathematical integer.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun floor(x:
Double): Double = nativeMath.floor(x)
*n /**
*n * Rounds the given value [x] to an integer towards zero.
*n * @return the value [x] having its fractional part truncated.
*n * Special cases:
*n * - truncate(x) is x where x
is NaN or +Inf or -Inf or already a mathematical integer.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public
actual inline fun truncate(x: Double): Double = nativeTrunc(x)
*n /**
*n * Rounds the given value [x] towards the
closest integer with ties rounded towards
even integer.
*n * Special cases:
*n * - round(x) is x where x is NaN or +Inf or -Inf or already a
mathematical integer.
*n @SinceKotlin("1.2")
*n public actual fun round(x: Double): Double {
    if (x % 0.5 !=
0.0) {
        return nativeMath.round(x)
    }
    val floor = floor(x)
    return if (floor % 2 == 0.0) floor else
ceil(x)
}
*n /**
*n * Returns the absolute value of the given value [x].
*n * Special cases:
*n * - abs(NaN) is
NaN
*n * @see absoluteValue extension property for [Double]
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun abs(x: Double): Double =
nativeMath.abs(x)
*n /**
*n * Returns the sign of the given value [x]:
*n * - -1.0 if the value is negative,
*n * - zero
if the value is zero,
*n * - 1.0 if the value is positive
*n * Special case:
*n * - sign(NaN) is NaN
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun sign(x: Double): Double =
nativeSign(x)
*n /**
*n * Returns the smaller
of two values.
*n * If either value is NaN, then the result is NaN.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun min(a: Double, b: Double): Double =
nativeMath.min(a, b)
*n /**
*n * Returns the greater of two values.
*n * If either value is NaN, then the result is
NaN.
*n @SinceKotlin("1.2")
*n @InlineOnly
*n public actual inline fun max(a: Double, b: Double): Double =
nativeMath.max(a, b)
*n /**
*n * Returns the cube root of [x]. For any x, cbirt(-x) == -cbirt(x);
*n * that is, the
cube root of a negative value is the negative of the cube root
*n * of that value's magnitude. Special cases:
*n *

```

Special cases:
 * - If the argument is NaN, then the result is NaN.
 * - If the argument is infinite, then the result is an infinity with the same sign as the argument.
 * - If the argument is zero, then the result is a zero with the same sign as the argument.

```
*\n@SinceKotlin("1.8")\n@WasExperimental(ExperimentalStdlibApi::class)\n@InlineOnly\npublic  
actual inline fun cbrt(x: Double): Double = nativeMath.cbrt(x)\n\n// extensions\n\n/**  
 * Raises this value to the  
power [x].  
 *  
 * Special cases:  
 * - `b.pow(0.0)` is `1.0`  
 * - `b.pow(1.0) == b`  
 * - `b.pow(NaN)` is  
`NaN`  
 * - `NaN.pow(x)` is `NaN` for `x != 0.0`  
 * - `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`  
 * - `b.pow(x)`  
is `NaN` for `b < 0` and `x` is finite and not an integer  
 */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual  
inline fun Double.pow(x: Double): Double = nativeMath.pow(this, x)\n\n/**  
 * Raises this value to the integer  
power [n].  
 *  
 * See the other overload of [pow] for details.  
 */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual  
inline fun Double.pow(n: Int): Double = nativeMath.pow(this, n.toDouble())\n\n/**  
 * Returns the absolute  
value of this value.  
 *  
 * Special cases:  
 * - `NaN.absoluteValue` is `NaN`  
 * @see abs function  
 */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Double.absoluteValue:  
Double get() = nativeMath.abs(this)\n\n/**  
 * Returns the sign of this value:  
 * - `-1.0` if the value is negative,  
 * - zero if the value is zero,  
 * - `1.0` if the value is positive  
 *  
 * Special case:  
 * - `NaN.sign` is `NaN`  
 */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Double.sign: Double get() =  
nativeSign(this)\n\n/**  
 * Returns this value with the sign bit same as of the [sign] value.  
 */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Double.withSign(sign: Int): Double =  
this.withSign(sign.toDouble())\n\n/**  
 * Returns the ulp (unit in the last place) of this value.  
 *  
 * An ulp is a  
positive distance between this value and the next nearest [Double] value larger in magnitude.  
 *  
 * Special  
Cases:  
 * - `NaN.ulp` is `NaN`  
 * - `x.ulp` is `+Inf` when `x` is `+Inf` or `-Inf`  
 * - `0.0.ulp` is  
`Double.MIN_VALUE`  
 */\n@SinceKotlin("1.2")\npublic actual val Double.ulp: Double get() = when {\n this  
< 0 -> (-this).ulp\n this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n this ==  
Double.MAX_VALUE -> this - this.nextDown()\n else -> this.nextUp() - this\n}\n\n/**  
 * Returns the [Double]  
value nearest to this value in direction of positive infinity.  
 */\n@SinceKotlin("1.2")\npublic actual fun  
Double.nextUp(): Double = when {\n this.isNaN() || this == Double.POSITIVE_INFINITY -> this\n this == 0.0  
-> Double.MIN_VALUE\n else -> Double.fromBits(this.toRawBits() + if (this > 0) 1 else -1)\n}\n\n/**  
 * Returns the [Double] value nearest to this value in direction of negative infinity.  
 */\n@SinceKotlin("1.2")\npublic actual fun Double.nextDown(): Double = when {\n this.isNaN() || this ==  
Double.NEGATIVE_INFINITY -> this\n this == 0.0 -> -Double.MIN_VALUE\n else ->  
Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n}\n\n/**  
 * Returns the [Double] value nearest to this  
value in direction from this value towards the value [to].  
 *  
 * Special cases:  
 * - `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`  
 * - `x.nextTowards(x) == x`  
 */\n@SinceKotlin("1.2")\npublic actual fun Double.nextTowards(to: Double): Double = when {\n  
this.isNaN() || to.isNaN() -> Double.NaN\n to == this -> to\n to > this -> this.nextUp()\n else /* to < this */ ->  
this.nextDown()\n}\n\n/**  
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].  
 *  
 * Ties are rounded towards positive infinity.  
 *  
 * Special cases:  
 * - `x.roundToInt() == Int.MAX_VALUE`  
when `x > Int.MAX_VALUE`  
 * - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`  
 *  
 * @throws IllegalArgumentException when this value is NaN  
 */\n@SinceKotlin("1.2")\npublic actual fun  
Double.roundToInt(): Int = when {\n isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")\n this > Int.MAX_VALUE -> Int.MAX_VALUE\n this < Int.MIN_VALUE -> Int.MIN_VALUE\n else ->  
nativeMath.round(this).toInt()\n}\n\n/**  
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].  
 *  
 * Ties are rounded towards  
positive infinity.  
 *  
 * Special cases:  
 * - `x.roundToLong() == Long.MAX_VALUE` when `x >  
Long.MAX_VALUE`  
 * - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`  
 *  
 * @throws IllegalArgumentException when this value is NaN  
 */\n@SinceKotlin("1.2")\npublic actual fun  
Double.roundToLong(): Long = when {\n isNaN() -> throw IllegalArgumentException("Cannot round NaN  
value.")\n this > Long.MAX_VALUE -> Long.MAX_VALUE\n this < Long.MIN_VALUE ->
```

```

Long.MIN_VALUE\n else -> nativeMath.round(this).toLong()\n}\n\n// endregion\n\n\n\n// region
===== Float Math =====\n\n/** Computes the
sine of the angle [x] given in radians.\n * \n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sin(x: Float): Float
= nativeMath.sin(x.toDouble()).toFloat()\n\n/** Computes the cosine of the angle [x] given in radians.\n * \n *
Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`\n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline
fun cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()\n\n/** Computes the tangent of the angle [x] given
in radians.\n * \n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tan(x: Float): Float =
nativeMath.tan(x.toDouble()).toFloat()\n\n/** \n * Computes the arc sine of the value [x];\n * the returned value is
an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `asin(x)` is `NaN`, when `abs(x) >
1` or x is `NaN`\n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()\n\n/** \n * Computes the arc cosine of the value [x];\n * the returned value
is an angle in the range
from  $0.0$  to  $\pi$  radians.\n * \n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()\n\n/** \n * Computes the arc tangent of the value [x];\n * the returned value
is an angle in the range from  $-\pi/2$  to  $\pi/2$  radians.\n * \n * Special cases:\n * - `atan(NaN)` is `NaN`\n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()\n\n/** \n * Returns the angle `theta` of the polar coordinates `(r, theta)` that
correspond\n * to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];\n * the
returned value is an angle in the range from  $-\pi$  to  $\pi$  radians.\n * \n * Special cases:\n * - `atan2(0.0, 0.0)` is
 $0.0$ \n * - `atan2(0.0, x)` is  $0.0$  for  $x > 0$  and  $\pi$  for  $x < 0$ \n * - `atan2(-0.0, x)` is  $-0.0$  for  $x > 0$  and
 $-\pi$  for  $x < 0$ \n * - `atan2(y, +Inf)` is  $0.0$  for  $0 < y < +Inf$  and  $-0.0$  for  $-Inf < y < 0$ \n * - `atan2(y, -Inf)` is
 $\pi$  for  $0 < y < +Inf$  and  $-\pi$  for  $-Inf < y < 0$ \n * - `atan2(y, 0.0)` is  $\pi/2$  for  $y > 0$  and  $-\pi/2$  for  $y < 0$ \n *
- `atan2(+Inf, x)` is  $\pi/2$  for finite  $x$ \n * - `atan2(-Inf, x)` is  $-\pi/2$  for finite  $x$ \n * - `atan2(NaN, x)` and
`atan2(y, NaN)` is `NaN`\n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atan2(y: Float, x:
Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()\n\n/** \n * Computes the hyperbolic sine of
the value [x].\n * \n * Special cases:\n * - `sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is  $+Inf$ \n * - `sinh(-Inf)` is  $-
Inf$ \n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sinh(x: Float): Float =
nativeSinh(x.toDouble()).toFloat()\n\n/** \n * Computes the hyperbolic cosine of the value [x].\n * \n * Special
cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)`
is  $+Inf$ \n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun cosh(x: Float): Float =
nativeCosh(x.toDouble()).toFloat()\n\n/** \n * Computes the hyperbolic tangent of the value [x].\n * \n * Special
cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is  $1.0$ \n * - `tanh(-Inf)` is  $-1.0$ \n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun tanh(x: Float): Float =
nativeTanh(x.toDouble()).toFloat()\n\n/** \n * Computes the inverse hyperbolic sine of the value [x].\n * \n * The
returned value is `y` such that  $\sinh(y) == x$ .\n * \n * Special cases:\n * - `asinh(NaN)` is `NaN`\n * -
`asinh(+Inf)` is  $+Inf$ \n * - `asinh(-Inf)` is  $-Inf$ \n * \n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline
fun asinh(x: Float): Float = nativeAsinh(x.toDouble()).toFloat()\n\n/** \n * Computes the inverse hyperbolic cosine
of the value [x].\n * \n * The returned value is positive `y` such that  $\cosh(y) == x$ .\n * \n * Special cases:\n * -
`acosh(NaN)` is `NaN`\n *
- `acosh(x)` is `NaN` when  $x < 1$ \n * - `acosh(+Inf)` is  $+Inf$ \n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun acosh(x: Float): Float =
nativeAcosh(x.toDouble()).toFloat()\n\n/** \n * Computes the inverse hyperbolic tangent of the value [x].\n * \n *
The returned value is `y` such that  $\tanh(y) == x$ .\n * \n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)`
is `NaN` when  $x > 1$  or  $x < -1$ \n * - `tanh(1.0)` is  $+Inf$ \n * - `tanh(-1.0)` is  $-Inf$ \n
*\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun atanh(x: Float): Float =

```

`nativeAtanh(x.toDouble()).toFloat()`

* Computes $\sqrt{x^2 + y^2}$ without intermediate overflow or underflow.

* Special cases:

- * - returns $+\infty$ if any of arguments is infinite
- * - returns NaN if any of arguments is NaN and the other is not infinite

`hypot(x: Float, y: Float): Float = nativeHypot(x.toDouble(), y.toDouble()).toFloat()`

* Computes the positive square root of the value [x].

* Special cases:

- * - \sqrt{x} is NaN when $x < 0$ or x is NaN

`sqrt(x: Float): Float = nativeMath.sqrt(x.toDouble()).toFloat()`

* Computes Euler's number e raised to the power of the value [x].

* Special cases:

- * - $\exp(\text{NaN})$ is NaN
- * - $\exp(+\infty)$ is $+\infty$
- * - $\exp(-\infty)$ is 0.0

`exp(x: Float): Float = nativeMath.exp(x.toDouble()).toFloat()`

* Computes $\exp(x) - 1$.

* This function can be implemented to produce more precise result for [x] near zero.

* Special cases:

- * - $\expm1(\text{NaN})$ is NaN
- * - $\expm1(+\infty)$ is $+\infty$
- * - $\expm1(-\infty)$ is -1.0

* @see [exp] function.

`expm1(x: Float): Float = nativeExpM1(x.toDouble()).toFloat()`

* Computes the logarithm of the value [x] to the given [base].

* Special cases:

- * - $\log(x, b)$ is NaN if either x or b are NaN
- * - $\log(x, b)$ is NaN when $x < 0$ or $b \leq 0$ or $b == 1.0$
- * - $\log(+\infty, +\infty)$ is NaN
- * - $\log(+\infty, b)$ is $+\infty$ for $b > 1$ and $-\infty$ for $b < 1$
- * - $\log(0.0, b)$ is $-\infty$ for $b > 1$ and $+\infty$ for $b < 1$

* See also logarithm functions for common fixed bases: [ln], [log10] and [log2].

`log(x: Float, base: Float): Float = log(x.toDouble(), base.toDouble()).toFloat()`

* Computes the natural logarithm (base E) of the value [x].

* Special cases:

- * - $\ln(\text{NaN})$ is NaN
- * - $\ln(x)$ is NaN when $x < 0.0$
- * - $\ln(+\infty)$ is $+\infty$
- * - $\ln(0.0)$ is $-\infty$

`ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()`

* Computes the common logarithm (base 10) of the value [x].

* @see [ln] function for special cases.

`log10(x: Float): Float = nativeLog10(x.toDouble()).toFloat()`

* Computes the binary logarithm (base 2) of the value [x].

* @see [ln] function for special cases.

`log2(x: Float): Float = nativeLog2(x.toDouble()).toFloat()`

* Computes $\ln(x + 1)$.

* This function can be implemented to produce more precise result for [x] near zero.

* Special cases:

- * - $\ln1p(\text{NaN})$ is NaN
- * - $\ln1p(x)$ is NaN where $x < -1.0$
- * - $\ln1p(-1.0)$ is $-\infty$
- * - $\ln1p(+\infty)$ is $+\infty$

* @see [ln] function

* @see [expm1] function

`ln1p(x: Float): Float = nativeLog1p(x.toDouble()).toFloat()`

* Rounds the given value [x] to an integer towards positive infinity.

* @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer.

* Special cases:

- * - $\text{ceil}(x)$ is x where x is NaN or $+\infty$ or $-\infty$ or already a mathematical integer.

`ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()`

* Rounds the given value [x] to an integer towards negative infinity.

* @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer.

* Special cases:

- * - $\text{floor}(x)$ is x where x is NaN or $+\infty$ or $-\infty$ or already a mathematical integer.

`floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()`

* Rounds the given value [x] to an integer towards zero.

* @return the value [x] having its fractional part truncated.

* Special cases:

- * - $\text{truncate}(x)$ is x where x is NaN or $+\infty$ or $-\infty$ or already a mathematical integer.

`truncate(x: Float): Float = truncate(x.toDouble()).toFloat()`

* Rounds the given value [x] towards the closest integer with ties rounded towards even integer.

* Special cases:

- * - $\text{round}(x)$ is x where x is NaN or $+\infty$ or $-\infty$ or already a mathematical integer.

`round(x: Float): Float = round(x.toDouble()).toFloat()`

* Returns the absolute value of the given value [x].

* Special cases:


```

fixed\n@SinceKotlin("1.2")\npublic actual fun abs(n: Int): Int = if (n < 0) (-n or 0) else n\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun min(a: Int, b: Int): Int = nativeMath.min(a, b)\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun max(a: Int, b: Int): Int = nativeMath.max(a, b)\n\n/**\n * Returns the absolute value of this value.\n */\n * Special cases:\n * - `Int.MIN_VALUE.absoluteValue` is `Int.MIN_VALUE` due to an overflow\n * - @see abs function\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Int.absoluteValue: Int get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - -1 if the value is negative,\n * - 0 if the value is zero,\n * - 1 if the value is positive\n */\n@SinceKotlin("1.2")\npublic actual val Int.sign: Int get() = when {\n    this < 0 -> -1\n    this > 0 -> 1\n    else -> 0\n}\n\n/**\n * Returns the absolute value of the given value [n].\n */\n * Special cases:\n * - `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow\n * - @see absoluteValue extension property for [Long]\n */\n@SinceKotlin("1.2")\npublic actual fun abs(n: Long): Long = if (n < 0) -n else n\n\n/**\n * Returns the smaller of two values.\n */\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b\n\n/**\n * Returns the greater of two values.\n */\n@SinceKotlin("1.2")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b\n\n/**\n * Returns the absolute value of this value.\n */\n * Special cases:\n * - `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow\n * - @see abs function\n */\n@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Long.absoluteValue: Long get() = abs(this)\n\n/**\n * Returns the sign of this value:\n * - -1 if the value is negative,\n * - 0 if the value is zero,\n * - 1 if the value is positive\n */\n@SinceKotlin("1.2")\npublic actual val Long.sign: Int get() = when {\n    this < 0 -> -1\n    this > 0 -> 1\n    else -> 0\n}\n\n// endregion\n"/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Double.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if the specified number is a\n * Not-a-Number (NaN) value, `false` otherwise.\n */\npublic actual fun Float.isNaN(): Boolean = this != this\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if this value is infinitely large in magnitude.\n */\npublic actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Double.isFinite(): Boolean = !isInfinite()\n\n/**\n * Returns `true` if the argument is a finite floating-point value; returns `false` otherwise (for `NaN` and infinity arguments).\n */\npublic actual fun Float.isFinite(): Boolean = !isInfinite() && !isNaN()\n\n/**\n * Counts the number of set bits in the binary representation of this [Int] number.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.countOneBits(): Int {\n    // Hacker's Delight 5-1 algorithm\n    var v = this\n    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)\n    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)\n    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)\n    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)\n    v = (v and 0x0000FFFF) + (v.ushr(16))\n    return v\n}\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic actual inline fun Int.countLeadingZeroBits(): Int = nativeClz32(this)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun Int.countTrailingZeroBits(): Int =\n    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with

```

```

countLeadingZeroBits\n  Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()\n\n/**\n * Returns a
number having a single bit set in the position of the most significant set bit of this [Int] number,\n * or zero, if this
number is zero.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.takeHighestOneBit(): Int =\n  if (this == 0) 0 else 1.shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())\n\n/**\n *
Returns a number having a single bit set in the position of the least significant
set bit of this [Int] number,\n * or zero, if this number is zero.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.takeLowestOneBit(): Int =\n  // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit\n  this and -
this\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of
bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the
right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [Int.SIZE_BITS] (32)
returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 32)`\n
*/\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.rotateLeft(bitCount: Int): Int =\n  shl(bitCount) or
  ushr(Int.SIZE_BITS - bitCount)\n\n/**\n * Rotates the binary representation of this [Int] number right by the
specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number
as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as
rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a
multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) ==
number.rotateRight(n % 32)`\n
*/\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Int.rotateRight(bitCount: Int): Int =\n  shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)\n\n/**\n * Counts the
number of set bits in the binary representation of this [Long] number.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Long.countOneBits():
  Int =\n  high.countOneBits() + low.countOneBits()\n\n/**\n * Counts the number of consecutive most significant
bits that are zero in the binary representation of this [Long] number.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Long.countLeadingZeroBits(): Int =\n  when (val high = this.high) {\n    0 -> Int.SIZE_BITS +
low.countLeadingZeroBits()\n    else -> high.countLeadingZeroBits()\n  }\n\n/**\n * Counts the number of
consecutive least significant bits that are zero in the binary representation of this [Long] number.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Long.countTrailingZeroBits(): Int =\n  when (val low = this.low) {\n    0 -> Int.SIZE_BITS +
high.countTrailingZeroBits()\n    else -> low.countTrailingZeroBits()\n  }\n\n/**\n * Returns a number having a
single bit set in the position of the most significant set bit of this [Long] number,\n * or zero,
if this number is zero.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
actual fun Long.takeHighestOneBit(): Long =\n  when (val high = this.high) {\n    0 ->
Long(low.takeHighestOneBit(), 0)\n    else -> Long(0, high.takeHighestOneBit())\n  }\n\n/**\n * Returns a
number having a single bit set in the position of the least significant set bit of this [Long] number,\n * or zero, if this
number is zero.\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic actual fun
Long.takeLowestOneBit(): Long =\n  when (val low = this.low) {\n    0 -> Long(0, high.takeLowestOneBit())\n
else -> Long(low.takeLowestOneBit(), 0)\n  }\n\n/**\n * Rotates the binary representation of this [Long]
number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side
reenter the number as the least significant bits on the right side.\n * Rotating the number left by a
negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) ==
number.rotateRight(n)`\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more
generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n

```

```

*\/n@SinceKotlin("1.6")n@WasExperimental(ExperimentalStdlibApi::class)npublic actual fun
Long.rotateLeft(bitCount: Int): Long {n if ((bitCount and 31) != 0) {n val low = this.lown val high =
this.highn val newLow = low.shl(bitCount) or high.ushr(-bitCount)n val newHigh = high.shl(bitCount) or
low.ushr(-bitCount)n return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh,
newLow)n } else {n return if ((bitCount and 32) == 0) this else Long(high, low)n }}n}n/n/n/**n *
Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits.n * The
least significant bits pushed out from the right
side reenter the number as the most significant bits on the left side.n *n * Rotating the number right by a negative
bit count is the same as rotating it left by the negated bit count:n * `number.rotateRight(-n) ==
number.rotateLeft(n)`n *n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more
generallyn * `number.rotateRight(n) == number.rotateRight(n % 64)`n
*\/n@SinceKotlin("1.6")n@WasExperimental(ExperimentalStdlibApi::class)n@kotlin.internal.InlineOnlynpubli
c actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)n"/n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.n *\/n\npackage kotlin.js\n\nimport
kotlin.internal.LowPriorityInOverloadResolution\n\n/**n * Exposes the JavaScript [Promise
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise)
to Kotlin.n *\/n@Suppress("NOT_DOCUMENTED")npublic open external class Promise<out T>(executor:
(resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {n @LowPriorityInOverloadResolutionn public
open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>n\n @LowPriorityInOverloadResolutionn public open
fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>n\n public open fun <S>
catch(onRejected: (Throwable) -> S): Promise<S>n\n public open fun finally(onFinally: () -> Unit):
Promise<T>n\n companion object {n public fun <S> all(promise: Array<out Promise<S>>):
Promise<Array<out S>>n\n public fun <S> race(promise: Array<out Promise<S>>): Promise<S>n\n
public fun reject(e: Throwable): Promise<Nothing>n\n public fun <S> resolve(e: S): Promise<S>n\n public
fun <S> resolve(e: Promise<S>): Promise<S>n }n}n/n// It's workaround for KT-19672 since we can fix it
properly until KT-11265 isn't fixed.\ninline fun <T, S> Promise<Promise<T>>.then(\n noinline onFulfilled: ((T) -
> S)?n): Promise<S> {n return this.unsafeCast<Promise<T>>().then(onFulfilled)n}n\n\ninline fun <T, S>
Promise<Promise<T>>.then(\n noinline onFulfilled: ((T) -> S)?,\n noinline onRejected: ((Throwable) -> S)?n):
Promise<S> {n return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)n}n"/n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.n *\/n\npackage
kotlin.random\n\nimport kotlin.math.pow\n\ninternal actual fun defaultPlatformRandom(): Random =n
Random(js{"(Math.random() * Math.pow(2, 32)) | 0").unsafeCast<Int>())n\n\nprivate val INV_2_26: Double =
2.0.pow(-26)\n\nprivate val INV_2_53: Double = 2.0.pow(-53)\n\ninternal actual fun doubleFromParts(hi26: Int, low27:
Int): Double =n hi26
* INV_2_26 + low27 * INV_2_53"/n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.n *\/n\npackage kotlin.reflect\n\nimport findAssociatedObject\n\n/**n * The
experimental marker for associated objects API.n *n * Any usage of a declaration annotated with
`@ExperimentalAssociatedObjects` must be accepted either byn * annotating that usage with the [OptIn]
annotation, e.g. `@OptIn(ExperimentalAssociatedObjects::class)`,n * or by using the compiler argument `--opt-
in=kotlin.reflect.ExperimentalAssociatedObjects`.n *\/n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(value = AnnotationRetention.BINARY)\npublic annotation class
ExperimentalAssociatedObjects\n\n/**n * Makes the annotated annotation class an associated object key.n *n *
An associated object key annotation should have single [KClass] parameter.n * When
applied to a class with reference to an object declaration as an argument, it bindsn * the object to the class, making
this binding discoverable at runtime using [findAssociatedObject].n

```

```

*\/n@ExperimentalAssociatedObjects\n@Retention(AnnotationRetention.BINARY)\n@Target(AnnotationTarget.A
NNOTATION_CLASS)\npublic annotation class AssociatedObjectKey\n\n/**\n * If [T] is an
@[AssociatedObjectKey]-annotated annotation class and [this] class is annotated with @[T] (`S::class`),\n * returns
object `S`.\n * Otherwise returns `null`.\n */\n\n@ExperimentalAssociatedObjects\npublic inline fun <reified T :
Annotation> KClass<*>.findAssociatedObject(): Any? =\n    this.findAssociatedObject(T::class)", /*\n * Copyright
2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.js\n\nimport
getKClass\nimport kotlin.reflect.KClass\nimport kotlin.reflect.js.internal.KClassImpl\n\n/**\n
* Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a
constructor reference.\n */\n\nexternal interface JsClass<T : Any> {\n    /**\n     * Returns the unqualified name of the
class represented by this instance.\n     */\n    val name: String\n}\n\n/**\n * Obtains a constructor reference for the
given `KClass`.\n */\n\nval <T : Any> KClass<T>.js: JsClass<T>\n    get() = (this as KClassImpl<T>).jClass\n\n/**\n
* Obtains a `KClass` instance for the given constructor reference.\n */\n\nval <T : Any> JsClass<T>.kotlin:
KClass<T>\n    get() = getKClass(this)\n", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal abstract
class KClassImpl<T : Any>(\n    internal open
    val jClass: JsClass<T>) : KClass<T> {\n    override val qualifiedName: String?
        get() = TODO()\n\n    override fun equals(other: Any?): Boolean {\n        return other is KClassImpl<*> && jClass == other.jClass\n
    }\n\n    // TODO: use FQN\n    override fun hashCode(): Int = simpleName?.hashCode() ?: 0\n\n    override fun
toString(): String {\n        // TODO: use FQN\n        return "\"class $simpleName\"\n    }\n\n    internal class
SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {\n        override val simpleName: String?
            = jClass.asDynamic().`metadata`?.simpleName.unsafeCast<String?>()\n\n        override fun isInstance(value: Any?):
Boolean {\n            return jsIsType(value, jClass)\n        }\n\n        internal class PrimitiveKClassImpl<T : Any>(\n
            jClass: JsClass<T>,\n            private val givenSimpleName: String,\n            private val isInstanceFunction: (Any?) ->
Boolean)\n            : KClassImpl<T>(jClass) {\n                override fun equals(other: Any?): Boolean {\n                    if (other
                    !is PrimitiveKClassImpl<*>) return false\n                    return super.equals(other) && givenSimpleName ==
                    other.givenSimpleName\n                }\n\n                override val simpleName: String?
                    get() = givenSimpleName\n\n                override fun
isInstance(value: Any?): Boolean {\n                    return isInstanceFunction(value)\n                }\n\n                internal object
NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {\n                    override val simpleName: String =
                    "\"Nothing\"\n\n                    override fun isInstance(value: Any?): Boolean = false\n\n                    override val jClass:
                    JsClass<Nothing>\n                        get() = throw UnsupportedOperationException("There's no native JS class for Nothing
                    type")\n\n                    override fun equals(other: Any?): Boolean = other === this\n\n                    override fun hashCode(): Int =
                    0\n\n                    internal class ErrorKClass : KClassImpl<Nothing> {\n                        override val simpleName: String?
                            get() =
                            error("Unknown simpleName for ErrorKClass")\n\n                        override val qualifiedName: String?
                            get() = error("Unknown
                            qualifiedName for ErrorKClass")\n\n                        override
                            fun isInstance(value: Any?): Boolean = error("Can's check isInstance on ErrorKClass")\n\n                        override fun
                            equals(other: Any?): Boolean = other === this\n\n                        override fun hashCode(): Int = 0\n                    }\n                }\n            }\n        }\n\n        /**\n         * Copyright 2010-
        2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n         * Use of this source code is governed by the
        Apache 2.0 license that can be found in the license/LICENSE.txt file.\n         */\n\n        actual inline val KClass<*>.qualifiedOrSimpleName: String?
            get() = simpleName", /*\n * Copyright 2010-2018
        JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
        Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// a package is omitted to get
        declarations directly under the module\n\n// TODO: Remove once JsReflectionAPICallChecker supports more
        reflection types\n\n@file:Suppress("Unsupported")\n\nimport kotlin.reflect.*\nimport
        kotlin.reflect.js.internal.*\n\n@JsName("createKType")\n\ninternal
        fun createKType(\n            classifier: KClassifier,\n            arguments: Array<KTypeProjection>,\n            isMarkedNullable:
            Boolean)\n        =\n            KTypeImpl(classifier, arguments.asList(),

```

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isMarkedNullable)\n\n@JsName("createDynamicKType")\ninternal fun createDynamicKType(): KType =
DynamicKType\n\n@JsName("markKTypeNullable")\ninternal fun markKTypeNullable(kType: KType) =
KTypeImpl(kType.classifier!!, kType.arguments, true)\n\n@JsName("createKTypeParameter")\ninternal fun
createKTypeParameter(\n name: String,\n upperBounds: Array<KType>,\n variance: String\n):
KTypeParameter {\n val kVariance = when (variance) {\n "in" -> KVariance.IN\n "out" ->
KVariance.OUT\n else -> KVariance.INVARIANT\n }\n\n return KTypeParameterImpl(name,
upperBounds.asList(), kVariance, false)\n}\n\n@JsName("getStarKTypeProjection")\ninternal fun
getStarKTypeProjection(): KTypeProjection =\n
KTypeProjection.STAR\n\n@JsName("createCovariantKTypeProjection")\ninternal
fun createCovariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.covariant(type)\n\n@JsName("createInvariantKTypeProjection")\ninternal fun
createInvariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.invariant(type)\n\n@JsName("createContravariantKTypeProjection")\ninternal fun
createContravariantKTypeProjection(type: KType): KTypeProjection =\n
KTypeProjection.contravariant(type)\n", "/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport kotlin.reflect.*\n\ninternal class
KTypeImpl(\n override val classifier: KClassifier,\n override val arguments: List<KTypeProjection>,\n
override val isMarkedNullable: Boolean\n) : KType {\n override fun equals(other: Any?): Boolean =\n other
is
KTypeImpl &&\n classifier == other.classifier && arguments == other.arguments && isMarkedNullable
== other.isMarkedNullable\n\n override fun hashCode(): Int =\n (classifier.hashCode() * 31 +
arguments.hashCode()) * 31 + isMarkedNullable.hashCode()\n\n override fun toString(): String {\n val kClass
= (classifier as? KClass<*>)\n val classifierName = when {\n kClass == null -> classifier.toString()\n
kClass.simpleName != null -> kClass.simpleName\n else -> "(non-denotable type)"\n }\n\n val
args =\n if (arguments.isEmpty()) ""\n else arguments.joinToString(" ", "<", ">")\n val
nullable = if (isMarkedNullable) "?"\n else ""\n\n return classifierName + args + nullable\n }\n}\n\ninternal
object DynamicKType : KType {\n override val classifier: KClassifier? = null\n override val arguments:
List<KTypeProjection> = emptyList()\n override val isMarkedNullable:
Boolean = false\n\n override fun toString(): String = "dynamic"\n", "/*\n * Copyright 2010-2019 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport
kotlin.reflect.*\n\ninternal data class KTypeParameterImpl(\n override val name: String,\n override val
upperBounds: List<KType>,\n override val variance: KVariance,\n override val isReified: Boolean\n) :
KTypeParameter {\n override fun toString(): String = name\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.reflect.js.internal\n\nimport
kotlin.js.JsClass\n\n@JsName("PrimitiveClasses")\ninternal object PrimitiveClasses {\n
@JsName("anyClass")\n
val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })\n\n
@JsName("numberClass")\n val numberClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })\n\n
@JsName("nothingClass")\n val nothingClass = NothingKClassImpl\n\n @JsName("booleanClass")\n val
booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean
})\n\n @JsName("byteClass")\n val byteClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })\n\n
@JsName("shortClass")\n val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(),
"Short", { it is Short })\n\n @JsName("intClass")\n val intClass =

```

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PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })\n
@JsName("floatClass")\n val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(),
"Float", { it is Float })\n @JsName("doubleClass")\n val doubleClass =
PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })\n
@JsName("arrayClass")\n val arrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>(), "Array", { it is Array<*> })\n
@JsName("stringClass")\n val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(),
"String", { it is String })\n @JsName("throwableClass")\n val throwableClass =
PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })\n
@JsName("booleanArrayClass")\n val booleanArrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray
})\n @JsName("charArrayClass")\n val charArrayClass =
PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray",
{ it is CharArray })\n @JsName("byteArrayClass")\n val byteArrayClass =
PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })\n
@JsName("shortArrayClass")\n val shortArrayClass =
PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray
})\n @JsName("intArrayClass")\n val intArrayClass =
PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })\n
@JsName("longArrayClass")\n val longArrayClass =
PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })\n
@JsName("floatArrayClass")\n val floatArrayClass =
PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray
})\n @JsName("doubleArrayClass")\n val doubleArrayClass =
PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(),
"DoubleArray", { it is DoubleArray })\n @JsName("functionClass")\n fun functionClass(arity: Int):
KClassImpl<Any> {\n return functionClasses.get(arity) ?: run {\n val result =
PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity",\n
{ jsTypeOf(it) === "function" && it.asDynamic().length === arity })\n functionClasses.asDynamic()[arity]
= result\n result\n }\n }\n\nprivate val functionClasses =
arrayOfNulls<KClassImpl<Any>>(0),"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n a package is omitted to get declarations directly under the module\n\nimport
kotlin.reflect.*\nimport kotlin.reflect.js.internal.*\n\n@JsName("getKClass")\ninternal fun <T : Any>
getKClass(jClass:
Any /* JsClass<T> | Array<JsClass<T>> */): KClass<T> {\n return if (js("Array").isArray(jClass)) {\n
getKClassM(jClass.unsafeCast<Array<JsClass<T>>>())\n } else {\n
getKClass1(jClass.unsafeCast<JsClass<T>>())\n }\n}\n\n@JsName("getKClassM")\ninternal fun <T : Any>
getKClassM(jClasses: Array<JsClass<T>>): KClass<T> = when (jClasses.size) {\n 1 ->
getKClass1(jClasses[0])\n 0 -> NothingKClassImpl.unsafeCast<KClass<T>>()\n else ->
ErrorKClass().unsafeCast<KClass<T>>()\n}\n\n@JsName("getKClassFromExpression")\ninternal fun <T : Any>
getKClassFromExpression(e: T): KClass<T> =\n when (jsTypeOf(e)) {\n "string" ->
PrimitiveClasses.stringClass\n "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
PrimitiveClasses.intClass else PrimitiveClasses.doubleClass\n "boolean" -> PrimitiveClasses.booleanClass\n
"function" -> PrimitiveClasses.functionClass(e.asDynamic().length)\n else -> {\n when
{\n e is BooleanArray -> PrimitiveClasses.booleanArrayClass\n e is CharArray ->
PrimitiveClasses.charArrayClass\n e is ByteArray -> PrimitiveClasses.byteArrayClass\n e is
ShortArray -> PrimitiveClasses.shortArrayClass\n e is IntArray -> PrimitiveClasses.intArrayClass\n

```



```

*^n OTHER_LETTER(5, \"Lo\"),\n\n /**\n * General category \"Mn\" in the Unicode specification.\n */^n
NON_SPACING_MARK(6, \"Mn\"),\n\n /**\n * General category \"Me\" in the Unicode specification.\n */^n
ENCLOSING_MARK(7, \"Me\"),\n\n /**\n * General category \"Mc\" in the Unicode specification.\n */^n
COMBINING_SPACING_MARK(8, \"Mc\"),\n\n /**\n * General category \"Nd\" in the Unicode
specification.\n */^n DECIMAL_DIGIT_NUMBER(9, \"Nd\"),\n\n /**\n * General
category \"Nl\" in the Unicode specification.\n */^n LETTER_NUMBER(10, \"Nl\"),\n\n /**\n * General
category \"No\" in the Unicode specification.\n */^n OTHER_NUMBER(11, \"No\"),\n\n /**\n * General
category \"Zs\" in the Unicode specification.\n */^n SPACE_SEPARATOR(12, \"Zs\"),\n\n /**\n * General
category \"Zl\" in the Unicode specification.\n */^n LINE_SEPARATOR(13, \"Zl\"),\n\n /**\n * General
category \"Zp\" in the Unicode specification.\n */^n PARAGRAPH_SEPARATOR(14, \"Zp\"),\n\n /**\n *
General category \"Cc\" in the Unicode specification.\n */^n CONTROL(15, \"Cc\"),\n\n /**\n * General
category \"Cf\" in the Unicode specification.\n */^n FORMAT(16, \"Cf\"),\n\n /**\n * General category
\"Co\" in the Unicode specification.\n */^n PRIVATE_USE(18, \"Co\"),\n\n /**\n * General category \"Cs\"
in the Unicode specification.\n */^n SURROGATE(19, \"Cs\"),\n\n /**\n
* General category \"Pd\" in the Unicode specification.\n */^n DASH_PUNCTUATION(20, \"Pd\"),\n\n
/**\n * General category \"Ps\" in the Unicode specification.\n */^n START_PUNCTUATION(21,
\"Ps\"),\n\n /**\n * General category \"Pe\" in the Unicode specification.\n */^n END_PUNCTUATION(22,
\"Pe\"),\n\n /**\n * General category \"Pc\" in the Unicode specification.\n */^n
CONNECTOR_PUNCTUATION(23, \"Pc\"),\n\n /**\n * General category \"Po\" in the Unicode
specification.\n */^n OTHER_PUNCTUATION(24, \"Po\"),\n\n /**\n * General category \"Sm\" in the
Unicode specification.\n */^n MATH_SYMBOL(25, \"Sm\"),\n\n /**\n * General category \"Sc\" in the
Unicode specification.\n */^n CURRENCY_SYMBOL(26, \"Sc\"),\n\n /**\n * General category \"Sk\" in
the Unicode specification.\n */^n MODIFIER_SYMBOL(27, \"Sk\"),\n\n /**\n * General category \"So\" in
the Unicode specification.\n */^n OTHER_SYMBOL(28, \"So\"),\n\n /**\n * General category \"Pi\" in the Unicode specification.\n */^n
INITIAL_QUOTE_PUNCTUATION(29, \"Pi\"),\n\n /**\n * General category \"Pf\" in the Unicode
specification.\n */^n FINAL_QUOTE_PUNCTUATION(30, \"Pf\");\n\n /**\n * Returns `true` if [char]
character belongs to this category.\n */^n public actual operator fun contains(char: Char): Boolean =
char.getCategoryValue() == this.value\n\n companion object {\n    internal fun valueOf(category: Int):
CharCategory =\n        when (category) {\n            in 0..16 -> values()[category]\n            in 18..30 ->
values()[category - 1]\n            else -> throw IllegalArgumentException(\"Category #\$category is not defined.\")\n        }\n    }\n\n },\n\n /**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n */
* Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */^n\npackage kotlin.text\n\n/**\n * The exception thrown when a character encoding
or decoding error occurs.\n */^n@SinceKotlin(\"1.4\")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
actual open class CharacterCodingException(message: String?) : Exception(message) {\n    actual constructor() :
this(null)\n\n },\n\n /**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n */
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */^n\npackage kotlin.text\n\n/**\n * A mutable sequence of characters.\n */^n * String builder can be used to
efficiently perform multiple string manipulation operations.\n */^n\npublic actual class StringBuilder actual
constructor(content: String) : Appendable, CharSequence {\n    /**\n     * Constructs an empty string builder with
the specified initial [capacity].\n     */\n    * In Kotlin/JS implementation of StringBuilder the initial
capacity has no effect on the further performance of operations.\n     */\n    actual constructor(capacity: Int) : this()
{\n    }\n\n    /**\n     * Constructs a string builder that contains the same characters as the specified [content] char
sequence.\n     */\n    actual constructor(content: CharSequence) : this(content.toString()) {\n    }\n\n    /**\n     * Constructs an
empty string builder.\n     */\n    actual constructor() : this(\"\")\n\n    private var string: String = if (content !==
undefined) content else \"\"\n\n    actual override val length: Int\n        get() = string.asDynamic().length\n\n    actual
override fun get(index: Int): Char =\n        string.getOrElse(index) { throw IndexOutOfBoundsException(\"index:

```



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$index, length: $length}") } \n\n actual override fun subSequence(startIndex: Int, endIndex: Int): CharSequence =
string.substring(startIndex, endIndex)\n\n actual override fun append(value: Char): StringBuilder {\n string +=
value\n return this\n } \n\n actual override
fun append(value: CharSequence?): StringBuilder {\n string += value.toString()\n return this\n } \n\n
actual override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder = \n
this.appendRange(value ?: "null", startIndex, endIndex)\n\n /**\n * Reverses the contents of this string builder
and returns this instance.\n *\n * Surrogate pairs included in this string builder are treated as single
characters.\n * Therefore, the order of the high-low surrogates is never reversed.\n *\n * Note that the reverse
operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the
operation.\n * For example, reversing "\uDC00\uD800" produces "\uD800\uDC00" which is a valid
surrogate pair.\n *\n actual fun reverse(): StringBuilder {\n var reversed = ""\n var index =
string.length - 1\n while (index >= 0) {\n val low = string[index--]\n
if (low.isLowSurrogate() && index >= 0) {\n val high = string[index--]\n if
(high.isHighSurrogate()) {\n reversed = reversed + high + low\n } else {\n reversed
= reversed + low + high\n } else {\n reversed += low\n } \n string =
reversed\n return this\n } \n\n /**\n * Appends the string representation of the specified object [value] to
this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted
to a string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n *\n
actual fun append(value: Any?): StringBuilder {\n string += value.toString()\n return this\n } \n\n /**\n
* Appends the string representation of the specified boolean [value] to this string
builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a
string by the `value.toString()` method,\n * and then that string was appended to this string builder.\n *\n
@SinceKotlin("1.3")\n actual fun append(value: Boolean): StringBuilder {\n string += value\n return
this\n } \n\n /**\n * Appends characters in the specified character array [value] to this string builder and
returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n actual fun append(value:
CharArray): StringBuilder {\n string += value.concatToString()\n return this\n } \n\n /**\n * Appends
the specified string [value] to this string builder and returns this instance.\n *\n * If [value] is `null`, then the
four characters `null` are appended.\n *\n
@SinceKotlin("1.3")\n actual fun append(value: String?): StringBuilder {\n this.string += value ?:
"null"\n return this\n } \n\n /**\n * Returns the current capacity of this string builder.\n *\n * The
capacity is the maximum length this string builder can have before an allocation occurs.\n *\n * In Kotlin/JS
implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing
storage.\n *\n @SinceKotlin("1.3")\n // @ExperimentalStdlibApi\n @Deprecated("Obtaining
StringBuilder capacity is not supported in JS and common code.", level = DeprecationLevel.WARNING)\n actual
fun capacity(): Int = length\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the
specified [minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new
backing storage is allocated with greater capacity.\n *\n * Otherwise, this
method takes no action and simply returns.\n *\n * In Kotlin/JS implementation of StringBuilder the size of the
backing storage is not extended to comply the given [minimumCapacity],\n * thus calling this method has no
effect on the further performance of operations.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n actual fun ensureCapacity(minimumCapacity: Int) {\n
}\n\n /**\n * Returns the index within this string builder of the first occurrence of the specified [string].\n *\n
* Returns -1 if the specified [string] does not occur in this string builder.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n actual fun indexOf(string: String): Int =
this.string.asDynamic().indexOf(string)\n\n /**\n * Returns the index within this string builder of the first
occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n * Returns

```

```

-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun indexOf(string: String,
startIndex: Int): Int = this.string.asDynamic().indexOf(string, startIndex)\n
/**\n
* Returns the index within
this string builder of the last occurrence of the specified [string].\n
* The last occurrence of empty string `` is
considered to be at the index equal to `this.length`.\n
*/\n
* Returns -1` if the specified [string] does not occur
in this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun lastIndexOf(string: String): Int = this.string.asDynamic().lastIndexOf(string)\n
/**\n
* Returns the
index within this string builder of the last occurrence of the specified [string],\n
* starting from the specified
[startIndex] toward the beginning.\n
*/\n
* Returns -1` if the specified [string] does not occur in this string builder starting at the specified
[startIndex].\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun
lastIndexOf(string: String, startIndex: Int): Int {\n
if (string.isEmpty() && startIndex < 0) return -1\n
return
this.string.asDynamic().lastIndexOf(string, startIndex)\n
}\n
/**\n
* Inserts the string representation of the
specified boolean [value] into this string builder at the specified [index] and returns this instance.\n
*/\n
* The
overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method,\n
* and then
that string was inserted into this string builder at the specified [index].\n
*/\n
* @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun insert(index: Int, value: Boolean): StringBuilder {\n
AbstractList.checkPositionIndex(index,
length)\n
string = string.substring(0, index) + value + string.substring(index)\n
return this\n
}\n
/**\n
* Inserts the specified character [value] into this string builder at the specified [index] and returns this
instance.\n
*/\n
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of
this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun insert(index: Int, value: Char): StringBuilder {\n
AbstractList.checkPositionIndex(index, length)\n
string = string.substring(0, index) + value + string.substring(index)\n
return this\n
}\n
/**\n
* Inserts
characters in the specified character array [value] into this string builder at the specified [index] and returns this
instance.\n
*/\n
* The inserted characters go in same order as in the [value] character array, starting at [index].\n
*/\n
*
@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun insert(index: Int,
value: CharArray): StringBuilder {\n
AbstractList.checkPositionIndex(index, length)\n
string =
string.substring(0, index) + value.concatToString() + string.substring(index)\n
return this\n
}\n
/**\n
*
Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and
returns this instance.\n
*/\n
* The inserted characters go in the same order as in the [value] character sequence,
starting at [index].\n
*/\n
* @param index the position in this string builder to insert at.\n
* @param value the
character sequence from which characters
are inserted. If [value] is `null`, then the four characters `null` are inserted.\n
*/\n
* @throws
IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun insert(index: Int, value:
CharSequence?): StringBuilder {\n
AbstractList.checkPositionIndex(index, length)\n
string =
string.substring(0, index) + value.toString() + string.substring(index)\n
return this\n
}\n
/**\n
* Inserts
the string representation of the specified object [value] into this string builder at the specified [index] and returns
this instance.\n
*/\n
* The overall effect is exactly as if the [value] were converted to a string by the
`value.toString()` method,\n
* and then that string was inserted into this string builder at the specified [index].\n
*/\n
* @throws IndexOutOfBoundsException if [index]
is less than zero or greater than the length of this string builder.\n
*/\n
@SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n
actual fun insert(index: Int, value: Any?): StringBuilder {\n
AbstractList.checkPositionIndex(index, length)\n
string = string.substring(0, index) + value.toString() +

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string.substring(index)\n    return this\n }\n\n /**\n  * Inserts the string [value] into this string builder at the
specified [index] and returns this instance.\n  *\n  * If [value] is `null`, then the four characters `"\null"` are
inserted.\n  *\n  * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of
this string builder.\n  *^\n  @SinceKotlin("1.4")\n  @WasExperimental(ExperimentalStdlibApi::class)\n  actual fun insert(index: Int, value: String?): StringBuilder {\n    AbstractList.checkPositionIndex(index,
length)\n\n    val toInsert = value ?: "\null"\n\n    this.string = this.string.substring(0, index) + toInsert + this.string.substring(index)\n    return this\n }\n\n /**\n  * Sets the length of this string builder to the specified [newLength].\n  *\n  * If the [newLength] is less
than the current length, it is changed to the specified [newLength].\n  * Otherwise, null characters `"\u0000"` are
appended to this string builder until its length is less than the [newLength].\n  *\n  * Note that in Kotlin/JS [set]
operator function has non-constant execution time complexity.\n  * Therefore, increasing length of this string
builder and then updating each character by index may slow down your program.\n  *\n  * @throws
IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n  *^\n
@SinceKotlin("1.4")\n  @WasExperimental(ExperimentalStdlibApi::class)\n  actual fun setLength(newLength:
Int) {\n    if (newLength < 0) {\n      throw IllegalArgumentException("Negative
new length: $newLength.")\n    }\n\n    if (newLength <= length) {\n      string = string.substring(0,
newLength)\n    } else {\n      for (i in length until newLength) {\n        string += "\u0000"\n      }\n    }\n  }\n\n /**\n  * Returns a new [String] that contains characters in this string builder at [startIndex]
(inclusive) and up to the [length] (exclusive).\n  *\n  * @throws IndexOutOfBoundsException if [startIndex] is
less than zero or greater than the length of this string builder.\n  *^\n  @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n  actual fun substring(startIndex: Int): String {\n
AbstractList.checkPositionIndex(startIndex, length)\n\n    return string.substring(startIndex)\n }\n\n /**\n  *
Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the
[endIndex] (exclusive).\n  *\n
  * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out
of range of this string builder indices or when `startIndex > endIndex`.\n  *^\n  @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n  actual fun substring(startIndex: Int, endIndex: Int): String
{\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n\n    return string.substring(startIndex,
endIndex)\n }\n\n /**\n  * Attempts to reduce storage used for this string builder.\n  *\n  * If the backing
storage of this string builder is larger than necessary to hold its current contents,\n  * then it may be resized to
become more space efficient.\n  * Calling this method may, but is not required to, affect the value of the [capacity]
property.\n  *\n  * In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal
to the length of the string builder.\n  *^\n  @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n  actual fun trimToSize() {\n  }\n\n  override fun
toString(): String = string\n\n /**\n  * Clears the content of this string builder making it empty and returns this
instance.\n  *\n  * @sample samples.text.Strings.clearStringBuilder\n  *^\n  @SinceKotlin("1.3")\n  public
fun clear(): StringBuilder {\n    string = ""\n    return this\n }\n\n /**\n  * Sets the character at the
specified [index] to the specified [value].\n  *\n  * @throws IndexOutOfBoundsException if [index] is out of
bounds of this string builder.\n  *^\n  @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n  public operator fun set(index: Int, value: Char) {\n
AbstractList.checkElementIndex(index, length)\n\n    string = string.substring(0, index) + value +
string.substring(index + 1)\n  }\n\n /**\n  * Replaces characters in the specified range of this string
builder with characters in the specified string [value] and returns this instance.\n  *\n  * @param startIndex the
beginning (inclusive) of the range to replace.\n  * @param endIndex the end (exclusive) of the range to replace.\n
  * @param value the string to replace with.\n  *\n  * @throws IndexOutOfBoundsException or
[IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or
`startIndex > endIndex`.\n  *^\n  @SinceKotlin("1.4")\n  @WasExperimental(ExperimentalStdlibApi::class)\n
  public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {\n

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checkReplaceRange(startIndex, endIndex, length)\n\n    this.string = this.string.substring(0, startIndex) + value +
this.string.substring(endIndex)\n    return this\n }\n\n private fun checkReplaceRange(startIndex: Int,
endIndex: Int, length: Int) {\n    if (startIndex < 0 || startIndex > length) {\n        throw
IndexOutOfBoundsException("startIndex: $startIndex, length: $length")\n    }\n    if (startIndex > endIndex)
{\n        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")\n    }\n }\n\n /**\n * Removes the character at the specified [index] from this string builder and returns this instance.\n *\n * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire
supplementary character.\n *\n * @param index the index of `Char` to remove.\n *\n * @throws
IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun deleteAt(index: Int): StringBuilder {\n
AbstractList.checkElementIndex(index, length)\n\n    string = string.substring(0, index) + string.substring(index +
1)\n    return this\n }\n\n /**\n * Removes
characters in the specified range from this string builder and returns this instance.\n *\n * @param startIndex
the beginning (inclusive) of the range to remove.\n * @param endIndex the end (exclusive) of the range to
remove.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is
out of range of this string builder indices or when `startIndex > endIndex`.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n public fun deleteRange(startIndex: Int, endIndex: Int):
StringBuilder {\n    checkReplaceRange(startIndex, endIndex, length)\n\n    string = string.substring(0,
startIndex) + string.substring(endIndex)\n    return this\n }\n\n /**\n * Copies characters from this string
builder into the [destination] character array.\n *\n * @param destination the array to copy to.\n * @param
destinationOffset the position in the array to copy to, 0 by default.\n *\n * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.\n * @param endIndex the end
(exclusive) of the range to copy, length of this string builder by default.\n *\n * @throws
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this
string builder indices or when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the
subrange doesn't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index
is out of the [destination] array indices range.\n *\n @SinceKotlin("1.4")\n
@WasExperimental(ExperimentalStdlibApi::class)\n public fun toCharArray(destination: CharArray,
destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {\n
AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n
AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex,
destination.size)\n\n    var dstIndex = destinationOffset\n    for (index in startIndex until endIndex) {\n
destination[dstIndex++] = string[index]\n    }\n }\n\n /**\n * Appends characters in a subarray of the
specified character array [value] to this string builder and returns this instance.\n *\n * Characters are appended
in order, starting at specified [startIndex].\n *\n * @param value the array from which characters are
appended.\n * @param startIndex the beginning (inclusive) of the subarray to append.\n * @param endIndex
the end (exclusive) of the subarray to append.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when
`startIndex > endIndex`.\n *\n @SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n
public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int):
StringBuilder {\n    string += value.concatToString(startIndex, endIndex)\n    return this\n }\n\n /**\n *
Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.\n
*\n * @param value the character sequence from which a subsequence is appended.\n * @param startIndex the
beginning (inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence
to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or
[endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.\n *\n
@SinceKotlin("1.4")\n @WasExperimental(ExperimentalStdlibApi::class)\n public fun appendRange(value:
CharSequence, startIndex: Int, endIndex: Int): StringBuilder {\n    val stringCsq = value.toString()\n

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DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun StringBuilder.deleteAt(index:
Int): StringBuilder = this.deleteAt(index)\n\n/**\n * Removes characters in the specified range from this string
builder and returns this instance.\n *\n * @param startIndex the beginning (inclusive) of the range to remove.\n *
@param endIndex the end (exclusive) of the range to remove.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex >
endIndex`.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex,
endIndex)\n\n/**\n * Copies characters from this string builder into the [destination] character array.\n *\n *
@param destination the array to copy to.\n * @param destinationOffset the position in the array to copy to, 0 by
default.\n * @param startIndex
the beginning (inclusive) of the range to copy, 0 by default.\n * @param endIndex the end (exclusive) of the range
to copy, length of this string builder by default.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when
`startIndex > endIndex`.\n *\n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the
[destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination]
array indices range.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE",
"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun
StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int =
this.length) =\n    this.toCharArray(destination, destinationOffset, startIndex, endIndex)\n\n/**\n *
Appends characters in a subarray of the specified character array [value] to this string builder and returns this
instance.\n *\n * Characters are appended in order, starting at specified [startIndex].\n *\n * @param value the array
from which characters are appended.\n * @param startIndex the beginning (inclusive) of the subarray to append.\n *
@param endIndex the end (exclusive) of the subarray to append.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when
`startIndex > endIndex`.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n    this.appendRange(value, startIndex, endIndex)\n\n/**\n * Appends a subsequence of the specified character
sequence [value] to this string
builder and returns this instance.\n *\n * @param value the character sequence from which a subsequence is
appended.\n * @param startIndex the beginning (inclusive) of the subsequence to append.\n * @param endIndex the
end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence
indices or when `startIndex > endIndex`.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n    this.appendRange(value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subarray of the specified character
array [value] into this string builder at the specified [index] and returns this instance.\n *\n * The inserted characters
go in same order as in
the [value] array, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n *
@param value the array from which characters are inserted.\n * @param startIndex the beginning (inclusive) of the
subarray to insert.\n * @param endIndex the end (exclusive) of the subarray to insert.\n *\n * @throws

```

IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder. \n

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*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline fun
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n/**\n * Inserts characters in a subsequence of the
specified character sequence [value] into this string builder at the specified [index] and returns this instance.\n * \n *
The inserted characters go in the same order as in the [value] character sequence, starting at [index].\n * \n * @param
index the position in this string builder to insert at.\n * @param value the character sequence from which a
subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the subsequence to insert.\n * @param
endIndex the end (exclusive) of the subsequence to insert.\n * \n * @throws IndexOutOfBoundsException or
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence
indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException if [index] is less than zero or
greater than the length of this string builder. \n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@Suppress("EXTENSION_SHA
DOWED_BY_MEMBER", "NOTHING_TO_INLINE")\npublic actual inline
fun StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder =\n
this.insertRange(index, value, startIndex, endIndex)\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\npackage kotlin.text\n\n/**\n * Returns `true` if this string is not
`null` and its content is equal to the word `true`, ignoring case, and `false` otherwise.\n * \n * There are also strict
versions of the function available on non-nullable String, [toBooleanStrict] and [toBooleanStrictOrNull]. \n
*\n@SinceKotlin("1.4")\npublic actual fun String?.toBoolean(): Boolean = this != null && this.lowercase() ==
`true`\n\n/**\n * Parses the string as a signed [Byte] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n *\npublic actual
fun String.toByte(): Byte = toByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed
[Byte] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to
number conversion.\n *\npublic actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?:
numberFormatError(this)\n\n/**\n * Parses the string as a [Short] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n *\npublic actual fun
String.toShort(): Short = toShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Short]
number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\npublic actual
fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string
as an [Int] number and returns the result.\n * @throws NumberFormatException if the string is not a valid
representation of a number.\n *\npublic actual fun String.toInt(): Int = toIntOrNull() ?:
numberFormatError(this)\n\n/**\n * Parses the string as an [Int] number and returns the result.\n * @throws
NumberFormatException if the string is not a valid representation of a number.\n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n *\npublic actual fun
String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a [Long]
number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n *\npublic actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)\n\n/**\n *
Parses the string as a [Long]
number and returns the result.\n * @throws NumberFormatException if the string is not a valid representation of a
number.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n

```

```

*^public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatError(this)\n\n/**\n *
Parses the string as a [Double] number and returns the result.\n * @throws NumberFormatException if the string is
not a valid representation of a number.\n */^public actual fun String.toDouble(): Double =
+(this.asDynamic()).unsafeCast<Double>().also {\n    if (it.isNaN() && !this.isNaN() || it == 0.0 &&
this.isBlank())\n        numberFormatError(this)\n}\n\n/**\n * Parses the string as a [Float] number and returns the
result.\n * @throws NumberFormatException if the string is not a valid representation of a number.\n
*/^@kotlin.internal.InlineOnly^public actual inline fun String.toFloat(): Float =
toDouble().unsafeCast<Float>()\n\n/**\n * Parses
the string as a [Double] number and returns the result\n * or `null` if the string is not a valid representation of a
number.\n */^public actual fun String.toDoubleOrNull(): Double? =
+(this.asDynamic()).unsafeCast<Double>().takeIf {\n    !(it.isNaN() && !this.isNaN() || it == 0.0 &&
this.isBlank())\n}\n\n/**\n * Parses the string as a [Float] number and returns the result\n * or `null` if the string is
not a valid representation of a number.\n */^@kotlin.internal.InlineOnly^public actual inline fun
String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()\n\n/**\n * Returns a string representation
of this [Byte] value in the specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid
radix for number to string conversion.\n */^@SinceKotlin("1.2")^@kotlin.internal.InlineOnly^public actual
inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of
this [Short] value in the
specified [radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string
conversion.\n */^@SinceKotlin("1.2")^@kotlin.internal.InlineOnly^public actual inline fun Short.toString(radix:
Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string representation of this [Int] value in the specified
[radix].\n * @throws IllegalArgumentException when [radix] is not a valid radix for number to string
conversion.\n */^@SinceKotlin("1.2")^public actual fun Int.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))\n\nprivate fun String.isNaN(): Boolean = when (this.lowercase()) {\n
"nan", "+nan", "-nan" -> true\n    else -> false\n}\n\n/**\n * Checks whether the given [radix] is valid radix for
string to number and number to string conversion.\n */^@PublishedApi^internal actual fun checkRadix(radix: Int):
Int {\n    if (radix !in 2..36) {\n        throw IllegalArgumentException("\radix $radix was not
in valid range 2..36")\n    }\n    return radix\n}\n\ninternal actual fun digitOf(char: Char, radix: Int): Int = when {\n
char >= '0' && char <= '9' -> char - '0'\n    char >= 'A' && char <= 'Z' -> char - 'A' + 10\n    char >= 'a' && char <=
'z' -> char - 'a' + 10\n    char < '\u0080' -> -1\n    char >= '\uFF21' && char <= '\uFF3A' -> char - '\uFF21' + 10 //
full-width latin capital letter\n    char >= '\uFF41' && char <= '\uFF5A' -> char - '\uFF41' + 10 // full-width latin
small letter\n    else -> char.digitToIntImpl()\n}.let { if (it >= radix) -1 else it }\n", "/*\n * Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */^package kotlin.text\nimport
kotlin.js.RegExp\n\n/**\n * Provides enumeration values to use to set regular expression options.\n */^public actual
enum class RegexOptions(val value: String) {\n    /**
Enables case-insensitive matching. ^@ IGNORE_CASE("i"),\n    /** Enables multiline mode.\n    * In
multiline mode the expressions `^` and `$` match just after or just before,\n    * respectively, a line terminator or the
end of the input sequence. ^@ MULTILINE("m")\n}\n\nprivate fun Iterable<RegexOption>.toFlags(prepend:
String): String = joinToString("\n", prefix = prepend) { it.value }\n\n/**\n * Represents the results from a single
capturing group within a [MatchResult] of [Regex].\n * @param value The value of captured group.\n */^public
actual data class MatchGroup(actual val value: String)\n\n/**\n * Returns a named group with the specified
[name].\n * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null`
otherwise.\n * @throws IllegalArgumentException if there is no group with the specified [name] defined in the
regex pattern.\n * @throws UnsupportedOperationException if this match group collection doesn't
support getting match groups by name,\n * for example, when it's not supported by the current platform.\n
*/^@SinceKotlin("1.7")^public actual operator fun MatchGroupCollection.get(name: String): MatchGroup? {\n
val namedGroups = this as? MatchNamedGroupCollection\n    ?: throw

```



```

UnsupportedOperationException("Retrieving groups by name is not supported on this platform.")\n\n return
namedGroups[name]\n}\n\n\n/**\n * Represents a compiled regular expression.\n * Provides functions to match
strings in text with a pattern, replace the found occurrences and split text around matches.\n *\n * For pattern syntax
reference see [MDN RegExp](https://developer.mozilla.org/en-
US/docs/Web/JavaScript/Reference/Global_Objects/RegExp#Special_characters_meaning_in_regular_expressions)\n
\n * and
[http://www.w3schools.com/jsref/jsref_obj_regexp.asp](https://www.w3schools.com/jsref/jsref_obj_regexp.asp).\n
*\n * Note that `RegExp` objects under the hood are constructed with [the `u`
flag](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/RegExp/unicode)\n *
that enables Unicode-related features in regular expressions. This also makes the pattern syntax more strict,\n *
for example, prohibiting unnecessary escape sequences.\n *\n * @constructor Creates a regular expression from the
specified [pattern] string and the specified set of [options].\n */\npublic actual class Regex actual
constructor(pattern: String, options: Set<RegexOption>) {\n\n /** Creates a regular expression from the specified
[pattern] string and the specified single [option].\n */\n public actual constructor(pattern: String, option:
RegexOption) : this(pattern, setOf(option))\n\n /** Creates a regular expression from the specified [pattern] string
and the default options.\n */\n public actual constructor(pattern: String) : this(pattern, emptySet())\n\n\n /** The
pattern string of this regular expression.\n */\n public actual val pattern: String = pattern\n\n /** The set of
options that were used to create this regular expression.\n */\n public actual val options:
Set<RegexOption> = options.toSet()\n\n private val nativePattern: RegExp = RegExp(pattern,
options.toFlags("gu"))\n\n private var nativeStickyPattern: RegExp? = null\n\n private fun initStickyPattern():
RegExp =\n\n nativeStickyPattern?: RegExp(pattern, options.toFlags("yu")).also { nativeStickyPattern = it }\n\n\n
private var nativeMatchesEntirePattern: RegExp? = null\n\n private fun initMatchesEntirePattern(): RegExp =\n\n
nativeMatchesEntirePattern?: run {\n\n if (pattern.startsWith('^') && pattern.endsWith('$'))\n\n
nativePattern\n\n else\n\n return RegExp("^${pattern.trimStart('^').trimEnd('$')}\$"),
options.toFlags("gu"))\n\n }.also { nativeMatchesEntirePattern = it }\n\n\n /** Indicates whether the regular
expression matches the entire [input].\n */\n public actual infix fun matches(input:
CharSequence): Boolean {\n\n nativePattern.reset()\n\n val match = nativePattern.exec(input.toString())\n\n
return match != null && match.index == 0 && nativePattern.lastIndex == input.length\n\n }\n\n /** Indicates
whether the regular expression can find at least one match in the specified [input].\n */\n public actual fun
containsMatchIn(input: CharSequence): Boolean {\n\n nativePattern.reset()\n\n return
nativePattern.test(input.toString())\n\n }\n\n\n @SinceKotlin("1.7")\n\n @WasExperimental(ExperimentalStdlibApi::class)\n\n public actual fun matchesAt(input: CharSequence, index:
Int): Boolean {\n\n if (index < 0 || index > input.length) {\n\n throw IndexOutOfBoundsException("index
out of bounds: $index, input length: ${input.length}")\n\n }\n\n val pattern = initStickyPattern()\n\n
pattern.lastIndex = index\n\n return pattern.test(input.toString())\n\n }\n\n\n /**\n * Returns the first match of a
regular
expression in the [input], beginning at the specified [startIndex].\n *\n * @param startIndex An index to start
search with, by default 0. Must be not less than zero and not greater than `input.length()`\n *\n * @return An instance
of [MatchResult] if match was found or `null` otherwise.\n *\n * @throws IndexOutOfBoundsException if
[startIndex] is less than zero or greater than the length of the [input] char sequence.\n *\n * @sample
samples.text.Regexp.find\n */\n\n @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n\n public actual fun find(input:
CharSequence, startIndex: Int = 0): MatchResult? {\n\n if (startIndex < 0 || startIndex > input.length) {\n\n
throw IndexOutOfBoundsException("Start index out of bounds: $startIndex, input length: ${input.length}")\n\n
}\n\n return nativePattern.findNext(input.toString(), startIndex, nativePattern)\n\n }\n\n\n /**\n * Returns a
sequence of all occurrences of a regular expression within the
[input] string, beginning at the specified [startIndex].\n *\n * @throws IndexOutOfBoundsException if
[startIndex] is less than zero or greater than the length of the [input] char sequence.\n *\n * @sample

```

```

samples.text.Regexps.findAll\n    */\n
@Suppress(\\"ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS\")\n    public actual fun findAll(input:
CharSequence, startIndex: Int = 0): Sequence<MatchResult> {\n        if (startIndex < 0 || startIndex > input.length)
{\n            throw IndexOutOfBoundsException(\\"Start index out of bounds: $startIndex, input length:
${input.length}\")\n        }\n        return generateSequence({ find(input, startIndex) }, { match -> match.next() })\n
}\n\n    /**\n     * Attempts to match the entire [input] CharSequence against the pattern.\n     */\n    * @return An
instance of [MatchResult] if the entire input matches or `null` otherwise.\n    */\n    public actual fun
matchEntire(input: CharSequence): MatchResult? =\n        initMatchesEntirePattern().findNext(input.toString(),
0, nativePattern)\n\n    @SinceKotlin(\"1.7\")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public
actual fun matchAt(input: CharSequence, index: Int): MatchResult? {\n        if (index < 0 || index > input.length) {\n
            throw IndexOutOfBoundsException(\\"index out of bounds: $index, input length: ${input.length}\")\n        }\n
        return initStickyPattern().findNext(input.toString(), index, nativePattern)\n    }\n\n    /**\n     * Replaces all
occurrences of this regular expression in the specified [input] string with specified [replacement] expression.\n     */\n
    * The replacement string may contain references to the captured groups during a match. Occurrences of `${name}`
or `$index`\n     * in the replacement string will be substituted with the subsequences corresponding to the captured
groups with the specified name or index.\n     * In case of `$index`, the first digit after '$' is always treated as a part
of group
reference. Subsequent digits are incorporated\n     * into `index` only if they would form a valid group reference.
Only the digits '0'..'9' are considered as potential components\n     * of the group reference. Note that indexes of
captured groups start from 1, and the group with index 0 is the whole match.\n     * In case of `${name}`, the `name`
can consist of latin letters 'a'..'z' and 'A'..'Z', or digits '0'..'9'. The first character must be\n     * a letter.\n     */\n
    * Backslash character '\\' can be used to include the succeeding character as a literal in the replacement string, e.g, '\\$`
or '\\\\\\'.\n     * [Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string.\n     */\n
    * @param input the char sequence to find matches of this regular expression in\n     * @param replacement the
expression to replace found matches with\n     * @return the result of replacing each occurrence of this regular
expression in [input] with the result
of evaluating the [replacement] expression\n     * @throws RuntimeException if [replacement] expression is
malformed, or capturing group with specified `name` or `index` does not exist\n     */\n    public actual fun
replace(input: CharSequence, replacement: String): String {\n        if (!replacement.contains("\\\\\\\\") &&
!replacement.contains('$')) {\n            return input.toString().nativeReplace(nativePattern, replacement)\n        }\n
return replace(input) { substituteGroupRefs(it, replacement) }\n    }\n\n    /**\n     * Replaces all occurrences of this
regular expression in the specified [input] string with the result of\n     * the given function [transform] that takes
[MatchResult] and returns a string to be used as a\n     * replacement for that match.\n     */\n    public actual fun
replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {\n        var match = find(input)\n
        if (match == null) return input.toString()\n        var lastStart
= 0\n        val length = input.length\n        val sb = StringBuilder(length)\n        do {\n            val foundMatch =
match!!\n            sb.append(input, lastStart, foundMatch.range.start)\n            sb.append(transform(foundMatch))\n
            lastStart = foundMatch.range.endInclusive + 1\n            match = foundMatch.next()\n        } while (lastStart <
length && match != null)\n        if (lastStart < length) {\n            sb.append(input, lastStart, length)\n        }\n
return sb.toString()\n    }\n\n    /**\n     * Replaces the first occurrence of this regular expression in the specified
[input] string with specified [replacement] expression.\n     */\n     * The replacement string may contain references to
the captured groups during a match. Occurrences of `${name}` or `$index`\n     * in the replacement string will be
substituted with the subsequences corresponding to the captured groups with the specified name or index.\n     * In
case of `$index`,
the first digit after '$' is always treated as a part of group reference. Subsequent digits are incorporated\n     * into
`index` only if they would form a valid group reference. Only the digits '0'..'9' are considered as potential
components\n     * of the group reference. Note that indexes of captured groups start from 1, and the group with
index 0 is the whole match.\n     * In case of `${name}`, the `name` can consist of latin letters 'a'..'z' and 'A'..'Z', or

```

digits '0'..'9'. The first character must be a letter. Backslash character '\\' can be used to include the succeeding character as a literal in the replacement string, e.g. '\\\$' or '\\\\\\'. [Regex.escapeReplacement] can be used if [replacement] have to be treated as a literal string. @param input the char sequence to find a match of this regular expression in @param replacement the expression to replace the found match with @return the result of replacing the first

occurrence of this regular expression in [input] with the result of evaluating the [replacement] expression @throws RuntimeException if [replacement] expression is malformed, or capturing group with specified `name` or `index` does not exist

```

public actual fun replaceFirst(input: CharSequence, replacement: String): String {
    if (!replacement.contains("\\\\") && !replacement.contains('$')) {
        val nonGlobalOptions =
            options.toFlags("\\u")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions),
            replacement)
    }
    val match = find(input) ?: return input.toString()
    return buildString {
        append(input.substring(0, match.range.first))
        append(substituteGroupRefs(match, replacement))
        append(input.substring(match.range.last + 1, input.length))
    }
}

```

Splits the [input] CharSequence to a list of strings around matches of this regular expression. @param limit Non-negative value specifying the maximum number of substrings the string can be split to. Zero by default means no limit is set.

```

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun split(input:
CharSequence, limit: Int = 0): List<String> {
    requireNonNegativeLimit(limit)
    val matches =
        findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
    val result = mutableListOf<String>()
    var
        lastStart = 0
    for (match in matches) {
        result.add(input.subSequence(lastStart,
            match.range.start).toString())
        lastStart = match.range.endInclusive + 1
    }
    result.add(input.subSequence(lastStart, input.length).toString())
    return result
}

```

Splits the [input] CharSequence to a sequence of strings around matches of this regular expression. @param limit Non-negative value specifying the maximum number of substrings the string can be split to. Zero by default means no limit is set.

```

@sample samples.text.Regexp.splitToSequence
@SinceKotlin("1.6")
@WasExperimental(ExperimentalStdlibApi::class)
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun
splitToSequence(input: CharSequence, limit: Int = 0): Sequence<String> {
    requireNonNegativeLimit(limit)
    return sequence {
        var match = find(input)
        if (match ==
            null || limit == 1) {
            yield(input.toString())
            return@sequence
        }
        var
            nextStart = 0
        var splitCount = 0
        do {
            val foundMatch = match!!
            yield(input.substring(nextStart, foundMatch.range.first))
            nextStart = foundMatch.range.endInclusive +
                1
            match = foundMatch.next()
        } while (++splitCount != limit
            - 1 && match != null)
        yield(input.substring(nextStart, input.length))
    }
}

```

Returns the string representation of this regular expression, namely the [pattern] of this regular expression. Note that another regular expression constructed from the same pattern string may have different [options] and may match strings differently.

```

public override fun toString(): String = nativePattern.toString()
actual companion object {
    /**
     * Returns a regular expression that matches the specified [literal] string
     * literally.
     * No characters of that string will have special meaning when searching for an occurrence of the
     * regular expression.
     */
    public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))
    /**
     * Returns a regular expression pattern string that matches the specified [literal] string literally.
     * No characters

```

of that string will have special meaning when searching for an occurrence of the regular expression.

```

public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\|\\$&!")
Returns a literal replacement expression for the specified [literal] string.
No characters of that string will
have special meaning when it is used as a replacement string in [Regex.replace] function.
public
actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "\\|\\$&!")

```



```

    throw IndexOutOfBoundsException("Group
with index $groupIndex does not exist")\n
index = endIndex\n    }\n    } else {\n        result.append(char)\n    }\n    return
result.toString()\n}\n\n// The name must be a legal JavaScript identifier. See https://262.ecma-
international.org/5.1/#sec-7.6\n// Don't try to validate the referenced group name as it may be time-consuming.\n// If
the name is invalid, it won't be found in `match.groups` anyway and will throw.\n// Group names in the target Regex
are validated at creation time.\nprivate fun String.readGroupName(startIndex: Int): Int {\n    var index = startIndex\n
    while (index < length) {\n        if (this[index] == ')') {\n            break\n        } else {\n            index++\n        }\n
    }\n    return index\n}\n\nprivate fun String.readGroupIndex(startIndex: Int, groupCount: Int): Int {\n    // at least one
digit after '$' is always
captured\n    var index = startIndex + 1\n    var groupIndex = this[startIndex] - '0'\n    // capture the largest valid
group index\n    while (index < length && this[index] in '0'..'9') {\n        val newGroupIndex = (groupIndex * 10) +
(this[index] - '0')\n        if (newGroupIndex in 0 until groupCount) {\n            groupIndex = newGroupIndex\n
            index++\n        } else {\n            break\n        }\n    }\n    return index\n}"/*\n * Copyright 2010-2020 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("StringsKt")\n@file:Suppress("EXTENSI
ON_SHADOWED_BY_MEMBER")\n\npackage kotlin.text\nimport kotlin.contracts.*\n\n/*\n * A mutable
sequence of characters.\n * String builder can be used to efficiently perform multiple string manipulation
operations.\n */\nexpect

class StringBuilder : Appendable, CharSequence {\n    /** Constructs an empty string builder. */\n
    constructor()\n    /** Constructs an empty string builder with the specified initial [capacity]. */\n
    constructor(capacity: Int)\n    /** Constructs a string builder that contains the same characters as the specified
[content] char sequence. */\n    constructor(content: CharSequence)\n    /** Constructs a string builder that
contains the same characters as the specified [content] string. */\n    @SinceKotlin("1.3")\n
    @ExperimentalStdlibApi\n    constructor(content: String)\n\n    override val length: Int\n\n    override fun
get(index: Int): Char\n\n    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence\n\n    override
fun append(value: Char): StringBuilder\n    override fun append(value: CharSequence?): StringBuilder\n    override
fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder\n\n    /**\n     * Reverses
the contents of this string builder and returns this instance.\n     *\n     * Surrogate pairs included in this string
builder are treated as single characters.\n     * Therefore, the order of the high-low surrogates is never reversed.\n
     *\n     * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and
high-surrogates before the operation.\n     * For example, reversing `"\uDC00\uD800"` produces
`"\uD800\uDC00"` which is a valid surrogate pair.\n     */\n    fun reverse(): StringBuilder\n\n    /**\n     *
Appends the string representation of the specified object [value] to this string builder and returns this instance.\n
     *\n     * The overall effect is exactly as if the [value] were converted to a string by the `value.toString()`
method,\n     * and then that string was appended to this string builder.\n     */\n    fun append(value: Any?):
StringBuilder\n\n    /**\n     * Appends the string representation of the specified
boolean [value] to this string builder and returns this instance.\n     *\n     * The overall effect is exactly as if the
[value] were converted to a string by the `value.toString()` method,\n     * and then that string was appended to this
string builder.\n     */\n    @SinceKotlin("1.3")\n    fun append(value: Boolean): StringBuilder\n\n    /**\n     *
Appends characters in the specified character array [value] to this string builder and returns this instance.\n     *
Characters are appended in order, starting at the index 0.\n     */\n    @SinceKotlin("1.4")\n
    @WasExperimental(ExperimentalStdlibApi::class)\n    fun append(value: CharArray): StringBuilder\n\n    /**\n     *
Appends the specified string [value] to this string builder and returns this instance.\n     *\n     * If [value] is `null`,
then the four characters `"\u0000\u0000\u0000\u0000"` are appended.\n     */\n    @SinceKotlin("1.3")\n    fun
append(value: String?):
StringBuilder\n\n    /**\n     * Returns the current capacity

```

of this string builder.

- * The capacity is the maximum length this string builder can have before an allocation occurs.
- * In Kotlin/JS implementation of StringBuilder the value returned from this method may not indicate the actual size of the backing storage.

```

@SinceKotlin("1.3")
fun capacity(): Int
/**
 * Ensures that the capacity of this string builder is at least equal to the specified [minimumCapacity].
 *
 * If the current capacity is less than the [minimumCapacity], a new backing storage is allocated with greater capacity.
 * Otherwise, this method takes no action and simply returns.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun ensureCapacity(minimumCapacity: Int)
/**
 * Returns the index within this string builder of the first occurrence of the specified [string].
 *
 * Returns -1 if the specified [string] does not occur in
this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun indexOf(string: String): Int
/**
 * Returns the index within this string builder of the first occurrence of the
specified [string],
 * starting at the specified [startIndex].
 *
 * Returns -1 if the specified [string] does
not occur in this string builder starting at the specified [startIndex].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun indexOf(string: String, startIndex: Int): Int
/**
 * Returns the index within this string builder of the last occurrence of the specified [string].
 *
 * The last
occurrence of empty string "" is considered to be at the index equal to this.length.
 *
 * Returns -1 if
the specified [string] does not occur in this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun
lastIndexOf(string: String): Int
/**
 * Returns the index within this string builder of the last occurrence of
the specified [string],
 * starting from the specified [startIndex] toward the beginning.
 *
 * Returns -1 if
the specified [string] does not occur in this string builder starting at the specified [startIndex].
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun lastIndexOf(string: String,
startIndex: Int): Int
/**
 * Inserts the string representation of the specified boolean [value] into this string
builder at the specified [index] and returns this instance.
 *
 * The overall effect is exactly as if the [value]
were converted to a string by the `value.toString()` method,
 * and then that string was inserted into this string
builder at the specified [index].
 *
 * @throws IndexOutOfBoundsException if [index] is less than zero or
greater than the length of this string
builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun
insert(index: Int, value: Boolean): StringBuilder
/**
 * Inserts the specified character [value] into this
string builder at the specified [index] and returns this instance.
 *
 * @throws IndexOutOfBoundsException
if [index] is less than zero or greater than the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: Char): StringBuilder
/**
 * Inserts characters in the specified character array [value] into this string builder at the specified [index] and
returns this instance.
 *
 * The inserted characters go in same order as in the [value] character array, starting
at [index].
 *
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length
of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: CharArray): StringBuilder
/**
 * Inserts characters in the specified character sequence [value] into this string builder at the specified
[index] and returns this instance.
 *
 * The inserted characters go in the same order as in the [value] character
sequence, starting at [index].
 *
 * @param index the position in this string builder to insert at.
 *
 * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters
`"null"` are inserted.
 *
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than
the length of this string builder.
 */
@SinceKotlin("1.4")
@WasExperimental(ExperimentalStdlibApi::class)
fun insert(index: Int, value: CharSequence?):
StringBuilder
/**
 * Inserts the string representation of the specified object [value] into this
string builder at the specified [index] and returns this instance.
 *
 * The overall effect is exactly as if the
[value] were converted to a string by the `value.toString()` method,
 * and then that string was inserted into this
string builder at the specified [index].
 *
 * @throws IndexOutOfBoundsException if [index] is less than

```

```

zero or greater than the length of this string builder.\n    *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun insert(index: Int, value: Any?): StringBuilder\n    /**\n     * Inserts the string [value] into this string builder at the specified [index] and returns this instance.\n     * If [value] is `null`, then the four characters `\\null\\` are inserted.\n     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun insert(index: Int, value: String?): StringBuilder\n    /**\n     * Sets the length of this string builder to the specified [newLength].\n     * If the [newLength] is less than the current length, it is changed to the specified [newLength].\n     * Otherwise, null characters '\\u0000' are appended to this string builder until its length is less than the [newLength].\n     * Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.\n     * Therefore, increasing length of this string builder and then updating each character by index may slow down your program.\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [newLength] is less than zero.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun setLength(newLength: Int)\n    /**\n     * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).\n     *\n     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun substring(startIndex: Int): String\n    /**\n     * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun substring(startIndex: Int, endIndex: Int): String\n    /**\n     * Attempts to reduce storage used for this string builder.\n     * If the backing storage of this string builder is larger than necessary to hold its current contents,\n     * then it may be resized to become more space efficient.\n     * Calling this method may, but is not required to, affect the value of the [capacity] property.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    fun trimToSize()\n    /**\n     * Clears the content of this string builder making it empty and returns this instance.\n     *\n    @sample samples.text.Strings.clearStringBuilder\n    @SinceKotlin("1.3")\n    public expect fun StringBuilder.clear(): StringBuilder\n    /**\n     * Sets the character at the specified [index] to the specified [value].\n     * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public expect operator fun StringBuilder.set(index: Int, value: Char)\n    /**\n     * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.\n     * @param startIndex the beginning (inclusive) of the range to replace.\n     * @param endIndex the end (exclusive) of the range to replace.\n     * @param value the string to replace with.\n     * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public expect fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder\n    /**\n     * Removes the character at the specified [index] from this string builder and returns this instance.\n     * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.\n     * @param index the index of `Char` to remove.\n     * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.\n     *\n    @SinceKotlin("1.4")\n    @WasExperimental(ExperimentalStdlibApi::class)\n    public expect fun StringBuilder.deleteAt(index: Int): StringBuilder\n    /**\n     * Removes characters in the specified range from this string builder and returns this instance.\n     * @param startIndex the beginning (inclusive) of the range to remove.\n     * @param endIndex the end (exclusive) of the range to remove.\n     * @throws

```

IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`. \n

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun  
StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Copies characters from this  
string builder into the [destination] character array.\n *\n * @param destination the array to copy to.\n * @param  
destinationOffset the position in the array to copy to, 0 by default.\n * @param startIndex the beginning (inclusive)  
of the range to copy, 0 by default.\n * @param endIndex the end (exclusive) of the range  
to copy, length of this string builder by default.\n *\n * @throws IndexOutOfBoundsException or  
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when  
`startIndex > endIndex`. \n * @throws IndexOutOfBoundsException when the subrange doesn't fit into the  
[destination] array starting at the specified [destinationOffset], \n * or when that index is out of the [destination]  
array indices range. \n *\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic  
expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0,  
endIndex: Int = this.length)\n\n/**\n * Appends characters in a subarray of the specified character array [value] to  
this string builder and returns this instance.\n *\n * Characters are appended in order, starting at specified  
[startIndex].\n *\n * @param value the array from which characters are appended.\n * @param startIndex the  
beginning (inclusive)  
of the subarray to append.\n * @param endIndex the end (exclusive) of the subarray to append.\n *\n * @throws  
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the  
[value] array indices or when `startIndex > endIndex`. \n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun  
StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Appends a  
subsequence of the specified character sequence [value] to this string builder and returns this instance.\n *\n * @param value the character sequence from which a subsequence is appended.\n * @param startIndex the beginning  
(inclusive) of the subsequence to append.\n * @param endIndex the end (exclusive) of the subsequence to append.\n *\n * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out  
of range of the [value] character sequence indices or when `startIndex  
> endIndex`. \n *\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun  
StringBuilder.appendRange(value: CharSequence, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Inserts  
characters in a subarray of the specified character array [value] into this string builder at the specified [index] and  
returns this instance.\n *\n * The inserted characters go in same order as in the [value] array, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the array from which characters  
are inserted.\n * @param startIndex the beginning (inclusive) of the subarray to insert.\n * @param endIndex the  
end (exclusive) of the subarray to insert.\n *\n * @throws IndexOutOfBoundsException or  
[IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when  
`startIndex > endIndex`. \n * @throws IndexOutOfBoundsException if [index] is less than zero or greater  
than the length of this string builder. \n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun  
StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder\n\n/**\n * Inserts  
characters in a subsequence of the specified character sequence [value] into this string builder at the specified  
[index] and returns this instance.\n *\n * The inserted characters go in the same order as in the [value] character  
sequence, starting at [index].\n *\n * @param index the position in this string builder to insert at.\n * @param value the  
character sequence from which a subsequence is inserted.\n * @param startIndex the beginning (inclusive) of the  
subsequence to insert.\n * @param endIndex the end (exclusive) of the subsequence to insert.\n *\n * @throws  
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the  
[value] character sequence indices or when `startIndex > endIndex`. \n * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string  
builder. \n *\n */\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
```



```

StringBuilder.insertRange(index: Int, value: CharSequence, startIndex: Int, endIndex: Int):
StringBuilder\n\n@Suppress(\\"EXTENSION_SHADOWED_BY_MEMBER\\")\n@Deprecated(\\"Use
append(value: Any?) instead\\", ReplaceWith(\\"append(value = obj)\\"),
DeprecationLevel.WARNING)\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.append(obj: Any?):
StringBuilder = this.append(obj)\n\n/**\n * Builds new string by populating newly created [StringBuilder] using
provided [builderAction]\n * and then converting it to [String].\n */\n@kotlin.internal.InlineOnly\npublic inline fun
buildString(builderAction: StringBuilder.() -> Unit): String {\n    contract { callsInPlace(builderAction,
InvocationKind.EXACTLY_ONCE) }\n    return StringBuilder().apply(builderAction).toString()\n}\n\n/**\n * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity]\n * using
provided [builderAction] and then converting it to [String].\n */\n@kotlin.internal.InlineOnly\npublic inline fun buildString(capacity: Int, builderAction:
StringBuilder.() -> Unit): String {\n    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
}\n    return StringBuilder(capacity).apply(builderAction).toString()\n}\n\n/**\n * Appends all arguments to the
given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: String?): StringBuilder {\n    for (item in
value)\n        append(item)\n    return this\n}\n\n/**\n * Appends all arguments to the given StringBuilder.\n */\npublic fun StringBuilder.append(vararg value: Any?): StringBuilder {\n    for (item in value)\n
append(item)\n    return this\n}\n\n// KT-52336\n@Deprecated(\\"Use appendRange instead.\\",
ReplaceWith(\\"this.appendRange(str, offset, offset
+ len)\\"), level =
DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\n@Suppress(\\"UNUSED_PARAMETER\\")\npublic inline
fun StringBuilder.append(str: CharArray, offset: Int, len: Int): StringBuilder = throw NotImplementedError()\n\n/**
Appends a line feed character (`\\n`) to this StringBuilder.
 */\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine():
StringBuilder = append("\\n")\n\n/** Appends [value] to this [StringBuilder], followed by a line feed character
(`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun StringBuilder.appendLine(value:
CharSequence?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this [StringBuilder],
followed by a line feed character (`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: String?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to
this [StringBuilder], followed by a line
feed character (`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: Any?): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this
[StringBuilder], followed by a line feed character (`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: CharArray): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this
[StringBuilder], followed
by a line feed character (`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: Char): StringBuilder = append(value).appendLine()\n\n/** Appends [value] to this
[StringBuilder], followed by a line feed character (`\\n`).
 */\n@kotlin.internal.InlineOnly\npublic inline fun
StringBuilder.appendLine(value: Boolean): StringBuilder = append(value).appendLine()\n\n"/\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\npackage kotlin.text\nimport
kotlin.js.RegExp\n\n@kotlin.internal.InlineOnly\ninternal actual inline fun String.nativeIndexOf(ch: Char,
fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)\n\n@kotlin.internal.InlineOnly\ninternal actual
inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(),
fromIndex)\n\n/**\n * Returns `true` if this string starts with the specified prefix.\n */\n@kotlin.internal.InlineOnly\npublic actual fun
String.startsWith(prefix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return

```

```

nativeStartsWith(prefix, 0)\n else\n     return regionMatches(0, prefix, 0, prefix.length, ignoreCase)\n}\n\n/**\n * Returns `true` if a substring of this string starting at the specified offset [startIndex] starts\n * with the specified prefix.\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun\nString.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return nativeStartsWith(prefix, startIndex)\n    else\n        return regionMatches(startIndex, prefix, 0, prefix.length,\n            ignoreCase)\n}\n\n/**\n * Returns `true` if this string ends with the specified suffix.\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun\nString.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {\n    if (!ignoreCase)\n        return\n        nativeEndsWith(suffix)\n    else\n        return regionMatches(length - suffix.length, suffix, 0, suffix.length,\n            ignoreCase)\n}\n\n@Deprecated("Use Regex.matches() instead",\n    ReplaceWith("regex.toRegex().matches(this)"))\n@DeprecatedSinceKotlin(warningSince = "1.6")\npublic fun\nString.matches(regex: String): Boolean {\n    @Suppress("DEPRECATION")\n    val result\n        = this.match(regex)\n    return result != null && result.size != 0\n}\n\n/**\n * Returns `true` if this string is empty\n * or consists solely of whitespace characters.\n */\n@sample samples.text.Strings.stringIsBlank\n */\npublic actual\nfun CharSequence.isBlank(): Boolean = length == 0 || indices.all { this[it].isWhitespace() }\n\n/**\n * Returns `true`\n * if this string is equal to [other], optionally ignoring character case.\n */\n * Two strings are considered to be equal if\n * they have the same length and the same character at the same index.\n * If [ignoreCase] is true, the result of\n * `Char.toUpperCaseChar().toLowerCaseChar()`\n * on each character is compared.\n */\n * @param ignoreCase `true` to ignore\n * character case when comparing strings. By default `false`.\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun\nString?.equals(other: String?, ignoreCase: Boolean = false): Boolean {\n    if (this == null) return other == null\n    if\n        (other == null) return false\n    if (!ignoreCase)\n        return this == other\n    if (this.length != other.length) return false\n    for (index in 0 until this.length) {\n        val thisChar = this[index]\n        val otherChar = other[index]\n        if (!thisChar.equals(otherChar, ignoreCase)) {\n            return false\n        }\n    }\n    return true\n}\n\n/**\n * Returns `true` if the specified range in this char\n * sequence is equal to the specified range in another char sequence.\n */\n * @param thisOffset the start offset in this char\n * sequence of the substring to compare.\n * @param other the string against a substring of which the comparison is\n * performed.\n * @param otherOffset the start offset in the other char sequence of the substring to compare.\n * @param length the length of the substring to compare.\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun\nCharSequence.regionMatches(\n    thisOffset: Int,\n    other: CharSequence,\n    otherOffset: Int,\n    length: Int,\n    ignoreCase:\n        Boolean = false\n): Boolean = regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)\n\n/**\n * Returns `true` if the specified range in this string is equal to the specified range in another string.\n */\n * @param\n * thisOffset the start offset in this string of the substring to compare.\n * @param other the string against a substring\n * of which the comparison is performed.\n * @param otherOffset the start offset in the other string of the substring to\n * compare.\n * @param length the length of the substring to compare.\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n@SinceKotlin("1.9")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun\nString.regionMatches(\n    thisOffset: Int,\n    other: String,\n    otherOffset: Int,\n    length: Int,\n    ignoreCase: Boolean = false\n): Boolean = regionMatchesImpl(thisOffset, other, otherOffset, length,\n    ignoreCase)\n\n/**\n * Returns a copy of this string having its first letter titlecased using the rules of the default\n * locale,\n */\n * or the original string\n * if it's empty or already starts with a title case letter.\n */\n * The title case of a character is usually the same as its\n * upper case with several exceptions.\n * The particular list of characters with the special title case form depends on\n * the underlying platform.\n */\n * @sample samples.text.Strings.capitalize\n */\n@Deprecated("Use replaceFirstChar\n * instead.",\n    ReplaceWith("replaceFirstChar { if (it.isLowerCase()) it.titlecase() else it.toString()\n * }"))\n@DeprecatedSinceKotlin(warningSince = "1.5")\npublic actual fun\nString.capitalize(): String {\n    return if

```

```

(isNotEmpty()) substring(0, 1).uppercase() + substring(1) else this\n}\n\n/**\n * Returns a copy of this string having
its first letter lowercased using the rules of the default locale.\n * or the original string if it's empty or already starts
with a lower case letter.\n *\n * @sample samples.text.Strings.decapiTalize\n */\n@Deprecated("Use
replaceFirstChar instead.", ReplaceWith("replaceFirstChar { it.lowercase()
}"))\n@DeprecatedSinceKotlin(warningSince
= "1.5")\npublic actual fun String.decapiTalize(): String {\n    return if (isNotEmpty()) substring(0, 1).lowercase()
+ substring(1) else this\n}\n\n/**\n * Returns a string containing this char sequence repeated [n] times.\n * @throws
[IllegalArgumentException] when n < 0.\n * @sample samples.text.Strings.repeat\n */\npublic actual fun
CharSequence.repeat(n: Int): String {\n    require(n >= 0) { "Count 'n' must be non-negative, but was $n." }\n
return when (n) {\n    0 -> ""\n    1 -> this.toString()\n    else -> {\n        var result = ""\n        if
(!isEmpty()) {\n            var s = this.toString()\n            var count = n\n            while (true) {\n                if
((count and 1) == 1) {\n                    result += s\n                }\n                count = count ushr 1\n                if
(count == 0) {\n                    break\n                }\n                s += s\n            }\n            return result\n        }\n    }\n}\n\n/**\n * Returns a new string
obtained by replacing all occurrences of the [oldValue] substring in this string\n * with the specified [newValue]
string.\n *\n * @sample samples.text.Strings.replace\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gui" else "gu"),
Regex.nativeEscapeReplacement(newValue))\n}\n\n/**\n * Returns a new string with all occurrences of [oldChar]
replaced with [newChar].\n *\n * @sample samples.text.Strings.replace\n */\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun
String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "gui" else "gu"),
newChar.toString())\n}\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic
actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =\n    nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "ui" else "u"),
Regex.nativeEscapeReplacement(newValue))\n}\n\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGU
MENTS")\npublic actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false):
String =\n    nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "ui" else "u"),
newChar.toString())\n}\n\n/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.text\n\n/** Returns the negative [size] if [throwOnMalformed] is
false, throws [CharacterCodingException] otherwise. */\nprivate fun malformed(size: Int, index: Int,
throwOnMalformed:
Boolean): Int {\n    if (throwOnMalformed) throw CharacterCodingException("Malformed sequence starting at
${index - 1}")\n    return -size\n}\n\n/**\n * Returns code point corresponding to UTF-16 surrogate pair,\n * where
the first of the pair is the [high] and the second is in the [string] at the [index].\n * Returns zero if the pair is
malformed and [throwOnMalformed] is false.\n *\n * @throws CharacterCodingException if the pair is malformed
and [throwOnMalformed] is true.\n */\nprivate fun codePointFromSurrogate(string: String, high: Int, index: Int,
endIndex: Int, throwOnMalformed: Boolean): Int {\n    if (high !in 0xD800..0xDBFF || index >= endIndex) {\n
return malformed(0, index, throwOnMalformed)\n    }\n    val low = string[index].code\n    if (low !in
0xDC00..0xDFFF) {\n        return malformed(0, index, throwOnMalformed)\n    }\n    return 0x10000 + ((high and
0x3FF) shl 10) or (low and 0x3FF)\n}\n\n/**\n * Returns code point corresponding to UTF-8 sequence
of two bytes,\n * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the
[index].\n * Returns zero if the sequence is malformed and [throwOnMalformed] is false.\n *\n * @throws
CharacterCodingException if the sequence of two bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed:

```

```

Boolean): Int {\n  if (byte1 and 0x1E == 0 || index >= endIndex) {\n    return malformed(0, index,
throwOnMalformed)\n  }\n  val byte2 = bytes[index].toInt()\n  if (byte2 and 0xC0 != 0x80) {\n    return
malformed(0, index, throwOnMalformed)\n  }\n  return (byte1 shl 6) xor byte2 xor 0xF80}\n\n/**\n * Returns
code point corresponding to UTF-8 sequence of three bytes,\n * where the first byte of the sequence is the [byte1]
and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number
of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed]
is false.\n * @throws CharacterCodingException if the sequence of three bytes is malformed and
[throwOnMalformed] is true.\n */\nprivate fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex:
Int, throwOnMalformed: Boolean): Int {\n  if (index >= endIndex) {\n    return malformed(0, index,
throwOnMalformed)\n  }\n  val byte2 = bytes[index].toInt()\n  if (byte1 and 0xF == 0) {\n    if (byte2 and
0xE0 != 0xA0) {\n      // Non-shortest form\n      return malformed(0, index, throwOnMalformed)\n    }\n  }
else if (byte1 and 0xF == 0xD) {\n    if (byte2 and 0xE0 != 0x80) {\n      // Surrogate code point\n
return malformed(0, index, throwOnMalformed)\n    }\n  } else if (byte2 and 0xC0 != 0x80) {\n    return
malformed(0, index, throwOnMalformed)\n  }\n  if (index + 1 == endIndex) {\n    return
malformed(1, index, throwOnMalformed)\n  }\n  val byte3 = bytes[index + 1].toInt()\n  if (byte3 and 0xC0 !=
0x80) {\n    return malformed(1, index, throwOnMalformed)\n  }\n  return (byte1 shl 12) xor (byte2 shl 6) xor
byte3 xor -0x1E080}\n\n/**\n * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the
first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a
non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is
malformed and [throwOnMalformed] is false.\n * @throws CharacterCodingException if the sequence of four
bytes is malformed and [throwOnMalformed] is true.\n */\nprivate fun codePointFrom4(bytes: ByteArray, byte1:
Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {\n  if (index >= endIndex) {\n    malformed(0,
index, throwOnMalformed)\n  }\n  val byte2 = bytes[index].toInt()\n  if (byte1 and 0xF == 0x0) {\n    if (byte2 and 0xF0 <= 0x80) {\n      // Non-shortest form\n      return
malformed(0, index, throwOnMalformed)\n    }\n  } else if (byte1 and 0xF == 0x4) {\n    if (byte2 and 0xF0
!= 0x80) {\n      // Out of Unicode code points domain (larger than U+10FFFF)\n      return malformed(0,
index, throwOnMalformed)\n    }\n  } else if (byte1 and 0xF > 0x4) {\n    return malformed(0, index,
throwOnMalformed)\n  } else if (byte2 and 0xC0 != 0x80) {\n    return malformed(0, index,
throwOnMalformed)\n  }\n  if (index + 1 == endIndex) {\n    return malformed(1, index,
throwOnMalformed)\n  }\n  val byte3 = bytes[index + 1].toInt()\n  if (byte3 and 0xC0 != 0x80) {\n    return
malformed(1, index, throwOnMalformed)\n  }\n  if (index + 2 == endIndex) {\n    return malformed(2, index,
throwOnMalformed)\n  }\n  val byte4 = bytes[index + 2].toInt()\n  if (byte4 and 0xC0 != 0x80) {\n
return malformed(2, index, throwOnMalformed)\n  }\n  return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl
6) xor byte4 xor 0x381F80}\n\n/**\n * Maximum number of bytes needed to encode a single char.\n * Code
points in `0..0x7F` are encoded in a single byte.\n * Code points in `0x80..0x7FF` are encoded in two bytes.\n *
Code points in `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n * Surrogate code points in
`0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n * Code points in
`0x10000..0x10FFFF` are represented by a pair of surrogate `Char`s and are encoded in four bytes.\n */\nprivate
const val MAX_BYTES_PER_CHAR = 3\n\n/**\n * The byte sequence a malformed UTF-16 char sequence is
replaced by.\n */\nprivate val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
0xBF.toByte(), 0xBD.toByte())\n\n/**\n * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].\n
*\n * @param string the string to
encode.\n * @param startIndex the start offset (inclusive) of the substring to encode.\n * @param endIndex the end
offset (exclusive) of the substring to encode.\n * @param throwOnMalformed whether to throw on malformed char
sequence or replace by the [REPLACEMENT_BYTE_SEQUENCE].\n * @throws CharacterCodingException
if the char sequence is malformed and [throwOnMalformed] is true.\n */\ninternal fun encodeUtf8(string: String,
startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {\n  require(startIndex >= 0 && endIndex
<= string.length && startIndex <= endIndex)\n  val bytes = ByteArray((endIndex - startIndex) *

```



```

Throwable.stackTraceToString(): String = ExceptionTraceBuilder().buildFor(this)\n\n/**\n * Prints the [detailed description][Throwable.stackTraceToString] of this throwable to console error output.\n
*\n@SinceKotlin("1.4")\npublic
actual fun Throwable.printStackTrace() {\n    console.error(this.stackTraceToString())\n}\n\n/**\n * Adds the specified exception to the list of exceptions that were\n * suppressed in order to deliver this exception.\n
*\n@SinceKotlin("1.4")\npublic actual fun Throwable.addSuppressed(exception: Throwable) {\n    if (this != exception) {\n        val suppressed = this.asDynamic()._suppressed.unsafeCast<MutableList<Throwable>?>()\n        if (suppressed == null) {\n            this.asDynamic()._suppressed = mutableListOf(exception)\n        } else {\n            suppressed.add(exception)\n        }\n    }\n}\n\n/**\n * Returns a list of all exceptions that were suppressed in order to deliver this exception.\n
*\n@SinceKotlin("1.4")\npublic actual val Throwable.suppressedExceptions: List<Throwable>\n    get() {\n        return this.asDynamic()._suppressed?.unsafeCast<List<Throwable>>() ?: emptyList()\n    }\n\nprivate class ExceptionTraceBuilder {\n    private val target = StringBuilder()\n    private val visited = arrayOf<Throwable>()\n    private var topStack: String = ""\n    private var topStackStart: Int = 0\n    fun buildFor(exception: Throwable): String {\n        exception.dumpFullTrace("", "")\n        return target.toString()\n    }\n    private fun hasSeen(exception: Throwable): Boolean = visited.any { it === exception }\n    private fun Throwable.dumpFullTrace(indent: String, qualifier: String) {\n        this.dumpSelfTrace(indent, qualifier) || return\n        var cause = this.cause\n        while (cause != null) {\n            cause.dumpSelfTrace(indent, "Caused by: ") || return\n            cause = cause.cause\n        }\n    }\n    private fun Throwable.dumpSelfTrace(indent: String, qualifier: String): Boolean {\n        target.append(indent).append(qualifier)\n        val shortInfo = this.toString()\n        if (hasSeen(this)) {\n            target.append("[CIRCULAR REFERENCE, SEE ABOVE: ").append(shortInfo).append("\\n\\n")\n            return false\n        }\n        visited.asDynamic().push(this)\n        var stack = this.asDynamic().stack as String?\n        if (stack != null) {\n            val stackStart = stack.indexOf(shortInfo).let { if (it < 0) 0 else it + shortInfo.length }\n            if (stackStart == 0) target.append(shortInfo).append("\\n\\n")\n            if (topStack.isEmpty()) {\n                topStack = stack\n                topStackStart = stackStart\n            } else {\n                stack = dropCommonFrames(stack, stackStart)\n            }\n            if (indent.isNotEmpty()) {\n                // indent stack, but avoid indenting exception message lines\n                val messageLines = if (stackStart == 0) 0 else 1 + shortInfo.count { c -> c == '\\n' }\n                stack.lineSequence().forEachIndexed { index: Int, line: String -> }\n                if (index >= messageLines) target.append(indent)\n                target.append(line).append("\\n\\n")\n            }\n        } else {\n            target.append(stack).append("\\n\\n")\n        }\n    } else {\n        target.append(shortInfo).append("\\n\\n")\n    }\n    val suppressed = suppressedExceptions\n    if (suppressed.isNotEmpty()) {\n        val suppressedIndent = indent + "  "\n        for (s in suppressed) {\n            s.dumpFullTrace(suppressedIndent, "Suppressed: ")\n        }\n    }\n    return true\n}\n\nprivate fun dropCommonFrames(stack: String, stackStart: Int): String {\n    var commonFrames: Int = 0\n    var lastBreak: Int = 0\n    var preLastBreak: Int = 0\n    for (pos in 0 until minOf(topStack.length - topStackStart, stack.length - stackStart)) {\n        val c = stack[stack.lastIndex - pos]\n        if (c != topStack[topStack.lastIndex - pos])\n            break\n        if (c == '\\n') {\n            commonFrames += 1\n            preLastBreak = lastBreak\n            lastBreak = pos\n        }\n    }\n    if (commonFrames <= 1) return stack\n    while (preLastBreak > 0 && stack[stack.lastIndex - (preLastBreak - 1)] == ' ')\n        preLastBreak -= 1\n    // leave 1 common frame to ease matching with the top exception\n    return stack.dropLast(preLastBreak) + "... and\n${commonFrames - 1} more common stack frames skipped"\n}\n\n"/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.time\n\nimport kotlin.js.json\nimport kotlin.math.*\n\ninternal actual inline val durationAssertionsEnabled: Boolean get() = true\n\ninternal actual fun formatToExactDecimals(value: Double, decimals: Int): String {\n    val rounded = if (decimals == 0) {\n        value\n    } else {\n        val pow = 10.0.pow(decimals)\n        JsMath.round(abs(value) * pow) / pow * sign(value)\n    }\n    return if (abs(rounded) < 1e21) {\n        // toFixed switches to scientific format after 1e21\n        rounded.asDynamic().toFixed(decimals).unsafeCast<String>()\n    } else {\n        // toPrecision

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outputs the specified number of digits, but only for positive numbers\n    val positive = abs(rounded)\n    val
positiveString = positive.asDynamic().toPrecision(ceil(log10(positive)) + decimals).unsafeCast<String>()\n    if
(rounded < 0) \{"-$positiveString\} else positiveString\n    }\n}\n\ninternal actual fun formatUpToDecimals(value:
Double, decimals: Int): String {\n    return value.asDynamic().toLocaleString(\{"en-us\},
json(\{"maximumFractionDigits\} to decimals)).unsafeCast<String>()\n}\n\n"/\n * Copyright 2010-2021 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.time\n\n@SinceKotlin(\{"1.6\})\n@WasExperimental(ExperimentalTime::class)\npublic
actual enum class DurationUnit(internal val scale: Double) {\n    /**\n     * Time unit representing one nanosecond,
which is 1/1000 of a microsecond.\n     */\n    NANOSECONDS(1e0),\n    /**\n     * Time unit representing one
microsecond, which is 1/1000 of a millisecond.\n     */\n    MICROSECONDS(1e3),\n    /**\n     * Time unit
representing one millisecond, which is 1/1000 of a second.\n     */\n    MILLISECONDS(1e6),\n    /**\n     * Time
unit representing one second.\n     */\n    SECONDS(1e9),\n    /**\n     * Time unit representing one minute.\n     */\n
    MINUTES(60e9),\n    /**\n     * Time unit representing one hour.\n     */\n    HOURS(3600e9),\n    /**\n     * Time
unit representing one day, which is always equal to 24 hours.\n     */\n    DAYS(86400e9);\n}\n\n@SinceKotlin(\{"1.3\})\ninternal actual fun convertDurationUnit(value: Double, sourceUnit:
DurationUnit, targetUnit: DurationUnit): Double {\n
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)\n    sourceCompareTarget < 0 -> value /
(targetUnit.scale / sourceUnit.scale)\n    else -> value\n    }\n}\n\n@SinceKotlin(\{"1.5\})\ninternal actual fun
convertDurationUnitOverflow(value: Long, sourceUnit: DurationUnit, targetUnit: DurationUnit): Long {\n    val
sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n    return when {\n
sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale).toLong()\n    sourceCompareTarget < 0
-> value / (targetUnit.scale / sourceUnit.scale).toLong()\n    else -> value\n    }\n}\n\n@SinceKotlin(\{"1.5\})\ninternal actual fun convertDurationUnit(value: Long, sourceUnit: DurationUnit,
targetUnit: DurationUnit): Long {\n    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)\n
return when {\n    sourceCompareTarget
> 0 -> {\n        val scale = (sourceUnit.scale / targetUnit.scale).toLong()\n        val result = value * scale\n
when {\n            result / scale == value -> result\n            value > 0 -> Long.MAX_VALUE\n            else ->
Long.MIN_VALUE\n        }\n    }\n    sourceCompareTarget < 0 -> value / (targetUnit.scale /
sourceUnit.scale).toLong()\n    else -> value\n    }\n}\n\n"/\n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.math.truncate\nimport
kotlin.time.Duration.Companion.milliseconds\nimport
kotlin.time.TimeSource.Monotonic.ValueTimeMark\n\n@Suppress(\{"ACTUAL_WITHOUT_EXPECT\}) //
visibility\ninternal actual typealias ValueTimeMarkReading = Any\n\ninternal interface DefaultTimeSource :
TimeSource.WithComparableMarks
{\n    override fun markNow(): ValueTimeMark\n    fun elapsedFrom(timeMark: ValueTimeMark): Duration\n
fun differenceBetween(one: ValueTimeMark, another: ValueTimeMark): Duration\n    fun
adjustReading(timeMark: ValueTimeMark, duration: Duration):
ValueTimeMark\n}\n\n@SinceKotlin(\{"1.3\})\ninternal actual object MonotonicTimeSource : DefaultTimeSource,
TimeSource.WithComparableMarks { // TODO: interface should not be required here\n    private val
actualSource: DefaultTimeSource = run {\n        val isNode: Boolean = js(\{"typeof process !== 'undefined' &&
process.versions && !!process.versions.node\})\n        if (isNode)\n            HrTimeSource(js(\{"process\}).unsafeCast<Process>())\n        else\n            js(\{"typeof self !== 'undefined' ? self :
globalThis\})\n                .unsafeCast<GlobalPerformance?>()\n                ?.performance\n            ?.let(::PerformanceTimeSource)\n        ?: DateNowTimeSource\n    }\n    actual override fun markNow():
ValueTimeMark

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= actualSource.markNow()\n    actual override fun elapsedFrom(timeMark: ValueTimeMark): Duration =
actualSource.elapsedFrom(timeMark)\n    actual override fun differenceBetween(one: ValueTimeMark, another:
ValueTimeMark): Duration = actualSource.differenceBetween(one, another)\n\n    actual override fun
adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark =\n
actualSource.adjustReading(timeMark, duration)\n}\n\ninternal external interface Process {\n    fun hrtime(time:
Array<Double> = definedExternally): Array<Double>}\n}\n\n@SinceKotlin("1.3")\n\ninternal class
HrTimeSource(private val process: Process) : DefaultTimeSource {\n    @Suppress("NOTHING_TO_INLINE")\n    private class Reading(val components: Array<Double>) {\n        inline operator fun component1(): Double =
components.component1()\n        inline operator fun component2(): Double = components.component2()\n
override fun equals(other: Any?): Boolean = other is Reading && this.components
contentEquals other.components\n        override fun hashCode(): Int = components.contentHashCode()\n
override fun toString(): String = components.contentToString()\n    }\n\n    override fun markNow():
ValueTimeMark =\n        ValueTimeMark(Reading(process.hrtime()))\n\n    override fun elapsedFrom(timeMark:
ValueTimeMark): Duration =\n        process.hrtime((timeMark.reading as Reading).components)\n        .let {
(seconds, nanos) -> seconds.toDuration(DurationUnit.SECONDS) +
nanos.toDuration(DurationUnit.NANOSECONDS) }\n\n    override fun differenceBetween(one: ValueTimeMark,
another: ValueTimeMark): Duration {\n        val (s1, n1) = one.reading as Reading\n        val (s2, n2) =
another.reading as Reading\n        return (if (s1 == s2 && n1 == n2) Duration.ZERO else (s1 -
s2).toDuration(DurationUnit.SECONDS)) + (n1 - n2).toDuration(DurationUnit.NANOSECONDS)\n    }\n\n    override fun adjustReading(timeMark: ValueTimeMark, duration: Duration): ValueTimeMark
=\n        (timeMark.reading as Reading).let { (seconds, nanos) ->\n            duration.toComponents { _, addNanos -
>}\n                val resultSeconds = sumCheckNaN(seconds +
truncate(duration.toDouble(DurationUnit.SECONDS)))\n                Reading(arrayOf(resultSeconds, if
(resultSeconds.isFinite()) nanos + addNanos else 0.0))\n            }\n        }.let(TimeSource.Monotonic::ValueTimeMark)\n\n    override fun toString(): String =
"\nTimeSource(process.hrtime())"\n}\n\n@SinceKotlin("1.3")\n\ninternal class PerformanceTimeSource(private val
performance: Performance) : DefaultTimeSource { // AbstractDoubleTimeSource(unit =
DurationUnit.MILLISECONDS) {\n    private fun read(): Double = performance.now()\n\n    override fun
markNow(): ValueTimeMark = ValueTimeMark(read())\n\n    override fun elapsedFrom(timeMark:
ValueTimeMark): Duration = (read() - timeMark.reading as Double).milliseconds\n\n    override fun
differenceBetween(one: ValueTimeMark, another: ValueTimeMark): Duration
{\n        val ms1 = one.reading as Double\n        val ms2 = another.reading as Double\n        return if (ms1 == ms2)
Duration.ZERO else (ms1 - ms2).milliseconds\n    }\n\n    override fun adjustReading(timeMark: ValueTimeMark,
duration: Duration): ValueTimeMark =\n        ValueTimeMark(sumCheckNaN(timeMark.reading as Double +
duration.toDouble(DurationUnit.MILLISECONDS)))\n\n    override fun toString(): String =
"\nTimeSource(self.performance.now())"\n}\n\n@SinceKotlin("1.3")\n\ninternal object DateNowTimeSource :
DefaultTimeSource {\n    private fun read(): Double = kotlin.js.Date.now()\n\n    override fun markNow():
ValueTimeMark = ValueTimeMark(read())\n\n    override fun elapsedFrom(timeMark: ValueTimeMark): Duration =
(read() - timeMark.reading as Double).milliseconds\n\n    override fun differenceBetween(one: ValueTimeMark,
another: ValueTimeMark): Duration {\n        val ms1 = one.reading as Double\n        val ms2 = another.reading as
Double\n        return if (ms1 == ms2)
Duration.ZERO else (ms1 - ms2).milliseconds\n    }\n\n    override fun adjustReading(timeMark: ValueTimeMark,
duration: Duration): ValueTimeMark =\n        ValueTimeMark(sumCheckNaN(timeMark.reading as Double +
duration.toDouble(DurationUnit.MILLISECONDS)))\n\n    override fun toString(): String =
"\nTimeSource(Date.now())"\n}\n\ninternal external interface GlobalPerformance {\n    val performance:
Performance}\n\ninternal external interface Performance {\n    fun now(): Double}\n\nprivate fun
sumCheckNaN(value: Double): Double = value.also { if (it.isNaN()) throw IllegalArgumentException("Summing
infinities of different signs") }", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language

```



```

contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport org.w3c.dom.*\nimport
kotlin.contracts.*\n\n/**\n * Creates a new element with the specified [name].\n */\n
 * The element is initialized with the specified [init] function.\n */\n\n@SinceKotlin("1.4")\n\npublic fun
Document.createElement(name: String, init: Element.() -> Unit): Element {\n    contract { callsInPlace(init,
InvocationKind.EXACTLY_ONCE) }\n    return createElement(name).apply(init)\n}\n\n/**\n * Appends a newly
created element with the specified [name] to this element.\n */\n * The element is initialized with the specified [init]
function.\n */\n\n@SinceKotlin("1.4")\n\npublic fun Element.appendChild(name: String, init: Element.() -> Unit):
Element {\n    contract { callsInPlace(init, InvocationKind.EXACTLY_ONCE) }\n    return
ownerDocument!!.createElement(name, init).also { appendChild(it) }\n}\n\n"/\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport
org.w3c.dom.*\n\n/**\n * Returns true if the
element has the given CSS class style in its 'class' attribute\n */\n\n@SinceKotlin("1.4")\n\nfun
Element.hasClass(cssClass: String): Boolean =
className.matches("\\\\\\"(\\^\\.\\*\\|s+)$cssClass(\\|s+\\.\\*\\|\\\\".toRegex()))\n\n/**\n * Adds CSS class to element. Has no
effect if all specified classes are already in class attribute of the element\n */\n * @return true if at least one class has
been added\n */\n\n@SinceKotlin("1.4")\n\nfun Element.addClass(vararg cssClasses: String): Boolean {\n    val
missingClasses = cssClasses.filterNot { hasClass(it) }\n    if (missingClasses.isNotEmpty()) {\n        val
presentClasses = className.trim()\n        className = buildString {\n            append(presentClasses)\n            if
(!presentClasses.isEmpty()) {\n                append(" ")\n            }\n            missingClasses.joinTo(this, " ")
}\n        return true\n    }\n    return false\n}\n\n/**\n * Removes all [cssClasses] from element. Has no effect if all
specified classes are
missing in class attribute of the element\n */\n * @return true if at least one class has been removed\n */\n\n@SinceKotlin("1.4")\n\nfun Element.removeClass(vararg cssClasses: String): Boolean {\n    if (cssClasses.any {
hasClass(it) }) {\n        val toBeRemoved = cssClasses.toSet()\n        className =
className.trim().split("\\\\|s+\\.\\*\\|\\\\".toRegex()).filter { it !in toBeRemoved }.joinToString("\\|")\n        return true\n
}\n    return false\n}\n\n"/\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
\n\n@file:kotlin.jvm.JvmMultifileClass\n\n@file:kotlin.jvm.JvmName("StringsKt")\n\npackage
kotlin.text\n\n/**\n * Converts the string into a regular expression [Regex] with the default options.\n */\n
\n@kotlin.internal.InlineOnly\n\npublic inline fun String.toRegex(): Regex = Regex(this)\n\n/**\n * Converts the
string into a regular expression
[Regex] with the specified single [option].\n */\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
String.toRegex(option: RegexOption): Regex = Regex(this, option)\n\n/**\n * Converts the string into a regular
expression [Regex] with the specified set of [options].\n */\n\n@kotlin.internal.InlineOnly\n\npublic inline fun
String.toRegex(options: Set<RegexOption>): Regex = Regex(this, options)\n\n/**\n * Returns a named group with
the specified [name].\n */\n * @return An instance of [MatchGroup] if the group with the specified [name] was
matched or `null` otherwise.\n * @throws IllegalArgumentException if there is no group with the specified [name]
defined in the regex pattern.\n * @throws UnsupportedOperationException if this match group collection doesn't
support getting match groups by name,\n * for example, when it's not supported by the current platform.\n */\n
\n@SinceKotlin("1.9")\n\npublic expect operator fun MatchGroupCollection.get(name: String):
MatchGroup?"/\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.dom\n\nimport
org.w3c.dom.*\n\n/**\n * Gets a value indicating whether this node is a TEXT_NODE or a
CDATA_SECTION_NODE.\n */\n\n@SinceKotlin("1.4")\n\npublic val Node.isText: Boolean\n    get() = nodeType

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== Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE\n\n/**\n * Gets a value indicating
whether this node is an [Element].\n *\n * @SinceKotlin("1.4")\n\npublic val Node.isElement: Boolean\n\n    get() =
nodeType == Node.ELEMENT_NODE\n\n",/>\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n\npackage kotlin.xml\n\nimport org.w3c.dom.*\n\n/** Removes all the children
from this node. *\n * @SinceKotlin("1.4")\n\npublic fun Node.clear()
{\n    while (hasChildNodes()) {\n        removeChild(firstChild!)\n    }\n}\n\n/**\n * Creates text node and append
it to the element.\n *\n * @return this element\n *\n * @SinceKotlin("1.4")\n\nfun Element.appendText(text: String):
Element {\n    appendChild(ownerDocument!!.createTextNode(text))\n    return this\n}\n\n",/>\n * Copyright 2010-
2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage
org.w3c.dom.events\n\npublic fun EventListener(handler: (Event) -> Unit): EventListener =
EventListenerHandler(handler)\n\nprivate class EventListenerHandler(private val handler: (Event) -> Unit) :
EventListener {\n    public override fun handleEvent(event: Event) {\n        handler(event)\n    }\n\n    public
override fun toString(): String = \"EventListenerHandler($handler)\"\n}\n\n",/>\n * Copyright 2010-2022 JetBrains
s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\npackage org.w3c.dom\n\n@Deprecated(\"Use
UnionMessagePortOrWindowProxy instead.\", ReplaceWith(\"UnionMessagePortOrWindowProxy\"))\n\ninterface
UnionMessagePortOrWindowProxy\n\n@Deprecated(\"Use `as` instead.\",
ReplaceWith(\"`as`\"))\n\nvar HTMLLinkElement.as_: UnionMessagePortOrWindowProxy\n\n    get() = `as`\n\n    set(value) {\n        `as` = value\n    }\n\n@Deprecated(\"Use `is` instead.\", ReplaceWith(\"`is`\"))\n\nvar ElementCreationOptions.is_: UnionMessagePortOrWindowProxy\n\n    get() = `is`\n\n    set(value) {\n        `is` = value\n    }\n\n",/>\n * Copyright 2010-2022 JetBrains
s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n// See
github.com/kotlin/dukat for details\n\npackage org.khronos.webgl\n\nimport
kotlin.js.*\n\nimport org.w3c.dom.*\n\nimport org.w3c.dom.events.*\n\npublic external interface
WebGLContextAttributes {\n    var alpha: Boolean? /* = true */\n\n        get() = definedExternally\n\n        set(value) =
definedExternally\n\n    var depth: Boolean? /* = true */\n\n        get() = definedExternally\n\n        set(value) =
definedExternally\n\n    var stencil: Boolean? /* = false */\n\n        get() = definedExternally\n\n        set(value) =
definedExternally\n\n    var antialias: Boolean? /* = true */\n\n        get() = definedExternally\n\n        set(value) =
definedExternally\n\n    var premultipliedAlpha: Boolean? /* = true */\n\n        get() = definedExternally\n\n        set(value) = definedExternally\n\n    var preserveDrawingBuffer: Boolean? /* = false */\n\n        get() =
definedExternally\n\n        set(value) = definedExternally\n\n    var preferLowPowerToHighPerformance: Boolean? /* =
false */\n\n        get() = definedExternally\n\n        set(value) = definedExternally\n\n    var
failIfMajorPerformanceCaveat: Boolean? /* = false */\n\n        get() = definedExternally\n\n        set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun WebGLContextAttributes(alpha: Boolean? = true,
depth: Boolean? = true, stencil: Boolean? = false, antialias: Boolean? = true, premultipliedAlpha: Boolean? = true,
preserveDrawingBuffer: Boolean? = false, preferLowPowerToHighPerformance: Boolean? = false, failIfMajorPerformanceCaveat: Boolean? = false): WebGLContextAttributes {\n    val o = js(\"({})\")\n\n    o[\"alpha\"] = alpha\n    o[\"depth\"] = depth\n    o[\"stencil\"] = stencil\n    o[\"antialias\"] = antialias\n    o[\"premultipliedAlpha\"] = premultipliedAlpha\n    o[\"preserveDrawingBuffer\"] = preserveDrawingBuffer\n    o[\"preferLowPowerToHighPerformance\"] = preferLowPowerToHighPerformance\n    o[\"failIfMajorPerformanceCaveat\"] = failIfMajorPerformanceCaveat\n    return o\n}\n\npublic external
abstract class WebGLObject\n\n/**\n * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin\n *\n * @SinceKotlin("1.4")\n\npublic external
abstract class WebGLBuffer : WebGLObject\n\n/**\n * Exposes the JavaScript

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[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin\n *\npublic external abstract class WebGLFramebuffer : WebGLObject\n\n**\n * Exposes the JavaScript

[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin\n *\npublic external abstract class WebGLProgram : WebGLObject\n\n**\n * Exposes the JavaScript

[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin\n *\npublic external abstract class WebGLRenderbuffer : WebGLObject\n\n**\n * Exposes the JavaScript

[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin\n *\npublic external abstract class WebGLShader : WebGLObject\n\n**\n * Exposes the JavaScript

[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin\n *\npublic external abstract class WebGLTexture : WebGLObject\n\n**\n * Exposes the JavaScript

[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin\n *\npublic external abstract class WebGLUniformLocation\n\n**\n * Exposes the JavaScript

[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin\n *\npublic external abstract class WebGLActiveInfo {\n open val size: Int\n open val type: Int\n open val name: String\n}\n\n**\n * Exposes the JavaScript

[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin\n *\npublic external abstract class WebGLShaderPrecisionFormat {\n open val rangeMin: Int\n open val rangeMax: Int\n open val precision: Int\n}\n\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external interface WebGLRenderingContextBase {\n val canvas: HTMLCanvasElement\n val drawingBufferWidth: Int\n val drawingBufferHeight: Int\n fun getContextAttributes(): WebGLContextAttributes?\n fun isContextLost(): Boolean\n fun getSupportedExtensions(): Array<String>?\n fun getExtension(name: String): dynamic\n fun activeTexture(texture: Int)\n fun attachShader(program: WebGLProgram?, shader: WebGLShader?)\n fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)\n fun bindBuffer(target: Int, buffer: WebGLBuffer?)\n fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)\n fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)\n fun bindTexture(target: Int, texture: WebGLTexture?)\n fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)\n fun blendEquation(mode: Int)\n fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)\n fun blendFunc(sfactor: Int, dfactor: Int)\n fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)\n fun bufferData(target: Int, size: Int, usage: Int)\n fun bufferData(target: Int, data: BufferDataSource?, usage: Int)\n fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)\n fun checkFramebufferStatus(target: Int): Int\n fun clear(mask: Int)\n fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)\n fun clearDepth(depth: Float)\n fun clearStencil(s: Int)\n fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)\n fun compileShader(shader: WebGLShader?)\n fun compressedTexImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, data: ArrayBufferView)\n fun compressedTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int, format: Int, data: ArrayBufferView)\n fun copyTexImage2D(target: Int, level: Int, internalformat: Int, x: Int, y: Int, width: Int, height: Int, border: Int)\n fun copyTexSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, x: Int, y: Int, width: Int, height: Int)\n fun createBuffer(): WebGLBuffer?\n fun createFramebuffer(): WebGLFramebuffer?\n fun createProgram(): WebGLProgram?\n fun createRenderbuffer(): WebGLRenderbuffer?\n fun createShader(type: Int): WebGLShader?\n fun createTexture(): WebGLTexture?\n fun cullFace(mode: Int)\n fun deleteBuffer(buffer: WebGLBuffer?)\n fun deleteFramebuffer(framebuffer: WebGLFramebuffer?)\n fun deleteProgram(program: WebGLProgram?)\n fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer?)\n fun deleteShader(shader: WebGLShader?)\n fun deleteTexture(texture: WebGLTexture?)\n fun depthFunc(func: Int)\n fun depthMask(flag: Boolean)\n fun depthRange(zNear: Float, zFar: Float)\n fun detachShader(program: WebGLProgram?, shader: WebGLShader?)\n fun disable(cap: Int)\n fun disableVertexAttribArray(index: Int)\n fun drawArrays(mode: Int, first: Int, count:

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Int)\n fun drawElements(mode: Int, count: Int, type: Int, offset: Int)\n fun enable(cap: Int)\n fun
enableVertexArray(index: Int)\n fun finish()\n fun flush()\n fun framebufferRenderbuffer(target: Int,
attachment: Int, renderbuffertarget: Int, renderbuffer: WebGLRenderbuffer?)\n fun framebufferTexture2D(target:
Int, attachment: Int, textarget: Int, texture: WebGLTexture?, level: Int)\n fun frontFace(mode: Int)\n fun
generateMipmap(target: Int)\n fun getActiveAttrib(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n
fun getActiveUniform(program: WebGLProgram?, index: Int): WebGLActiveInfo?\n fun
getAttachedShaders(program: WebGLProgram?): Array<WebGLShader>?\n fun getAttribLocation(program:
WebGLProgram?, name: String): Int\n fun getBufferParameter(target: Int, pname: Int): Any?\n fun
getParameter(pname: Int): Any?\n fun getError(): Int\n fun getFramebufferAttachmentParameter(target: Int,
attachment: Int, pname: Int): Any?\n
fun getProgramParameter(program: WebGLProgram?, pname: Int): Any?\n fun getProgramInfoLog(program:
WebGLProgram?): String?\n fun getRenderbufferParameter(target: Int, pname: Int): Any?\n fun
getShaderParameter(shader: WebGLShader?, pname: Int): Any?\n fun getShaderPrecisionFormat(shaderType: Int,
precisionType: Int): WebGLShaderPrecisionFormat?\n fun getShaderInfoLog(shader: WebGLShader?): String?\n
fun getShaderSource(shader: WebGLShader?): String?\n fun getTexParameter(target: Int, pname: Int): Any?\n
fun getUniform(program: WebGLProgram?, location: WebGLUniformLocation?): Any?\n fun
getUniformLocation(program: WebGLProgram?, name: String): WebGLUniformLocation?\n fun
getVertexAttrib(index: Int, pname: Int): Any?\n fun getVertexAttribOffset(index: Int, pname: Int): Int\n fun
hint(target: Int, mode: Int)\n fun isBuffer(buffer: WebGLBuffer?): Boolean\n fun isEnabled(cap: Int): Boolean\n
fun isFramebuffer(framebuffer: WebGLFramebuffer?):
Boolean\n fun isProgram(program: WebGLProgram?): Boolean\n fun isRenderbuffer(renderbuffer:
WebGLRenderbuffer?): Boolean\n fun isShader(shader: WebGLShader?): Boolean\n fun isTexture(texture:
WebGLTexture?): Boolean\n fun lineWidth(width: Float)\n fun linkProgram(program: WebGLProgram?)\n
fun pixelStorei(pname: Int, param: Int)\n fun polygonOffset(factor: Float, units: Float)\n fun readPixels(x: Int, y:
Int, width: Int, height: Int, format: Int, type: Int, pixels: ArrayBufferView?)\n fun renderbufferStorage(target: Int,
internalformat: Int, width: Int, height: Int)\n fun sampleCoverage(value: Float, invert: Boolean)\n fun scissor(x:
Int, y: Int, width: Int, height: Int)\n fun shaderSource(shader: WebGLShader?, source: String)\n fun
stencilFunc(func: Int, ref: Int, mask: Int)\n fun stencilFuncSeparate(face: Int, func: Int, ref: Int, mask: Int)\n fun
stencilMask(mask: Int)\n fun stencilMaskSeparate(face: Int, mask: Int)\n fun stencilOp(fail:
Int, zfail: Int, zpass: Int)\n fun stencilOpSeparate(face: Int, fail: Int, zfail: Int, zpass: Int)\n fun
texImage2D(target: Int, level: Int, internalformat: Int, width: Int, height: Int, border: Int, format: Int, type: Int, pixels:
ArrayBufferView?)\n fun texImage2D(target: Int, level: Int, internalformat: Int, format: Int, type: Int, source:
TexImageSource?)\n fun texParameterf(target: Int, pname: Int, param: Float)\n fun texParameteri(target: Int,
pname: Int, param: Int)\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset: Int, width: Int, height: Int,
format: Int, type: Int, pixels: ArrayBufferView?)\n fun texSubImage2D(target: Int, level: Int, xoffset: Int, yoffset:
Int, format: Int, type: Int, source: TexImageSource?)\n fun uniform1f(location: WebGLUniformLocation?, x:
Float)\n fun uniform1fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform1fv(location:
WebGLUniformLocation?, v: Array<Float>)\n fun uniform1i(location:
WebGLUniformLocation?, x: Int)\n fun uniform1iv(location: WebGLUniformLocation?, v: Int32Array)\n fun
uniform1iv(location: WebGLUniformLocation?, v: Array<Int>)\n fun uniform2f(location:
WebGLUniformLocation?, x: Float, y: Float)\n fun uniform2fv(location: WebGLUniformLocation?, v:
Float32Array)\n fun uniform2fv(location: WebGLUniformLocation?, v: Array<Float>)\n fun
uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)\n fun uniform2iv(location:
WebGLUniformLocation?, v: Int32Array)\n fun uniform2iv(location: WebGLUniformLocation?, v: Array<Int>)\n
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)\n fun uniform3fv(location:
WebGLUniformLocation?, v: Float32Array)\n fun uniform3fv(location: WebGLUniformLocation?, v:
Array<Float>)\n fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)\n fun
uniform3iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform3iv(location:

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WebGLUniformLocation?,

v: Array<Int>)\n fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)\n fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)\n fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)\n fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)\n fun uniform4iv(location: WebGLUniformLocation?, v: Int32Array)\n fun uniform4iv(location: WebGLUniformLocation?, v: Array<Int>)\n fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)\n fun uniformMatrix4fv(location:

WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)\n fun useProgram(program: WebGLProgram?)\n fun validateProgram(program: WebGLProgram?)\n fun vertexAttrib1f(index: Int, x: Float)\n fun vertexAttrib1fv(index: Int, values: dynamic)\n fun vertexAttrib2f(index: Int, x: Float, y: Float)\n fun vertexAttrib2fv(index: Int, values: dynamic)\n fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)\n fun vertexAttrib3fv(index: Int, values: dynamic)\n fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)\n fun vertexAttrib4fv(index: Int, values: dynamic)\n fun vertexAttribPointer(index: Int, size: Int, type: Int, normalized: Boolean, stride: Int, offset: Int)\n fun viewport(x: Int, y: Int, width: Int, height: Int)\n companion object {\n val DEPTH_BUFFER_BIT: Int\n val STENCIL_BUFFER_BIT: Int\n val COLOR_BUFFER_BIT: Int\n val POINTS: Int\n val LINES: Int\n val LINE_LOOP: Int\n val LINE_STRIP: Int\n val TRIANGLES: Int\n val TRIANGLE_STRIP: Int\n val TRIANGLE_FAN: Int\n val ZERO: Int\n val ONE: Int\n val SRC_COLOR: Int\n val ONE_MINUS_SRC_COLOR: Int\n val SRC_ALPHA: Int\n val ONE_MINUS_SRC_ALPHA: Int\n val DST_ALPHA: Int\n val ONE_MINUS_DST_ALPHA: Int\n val DST_COLOR: Int\n val ONE_MINUS_DST_COLOR: Int\n val SRC_ALPHA_SATURATE: Int\n val FUNC_ADD: Int\n val BLEND_EQUATION: Int\n val BLEND_EQUATION_RGB: Int\n val BLEND_EQUATION_ALPHA: Int\n val FUNC_SUBTRACT: Int\n val FUNC_REVERSE_SUBTRACT: Int\n val BLEND_DST_RGB: Int\n val BLEND_SRC_RGB: Int\n val BLEND_DST_ALPHA: Int\n val BLEND_SRC_ALPHA: Int\n val CONSTANT_COLOR: Int\n val ONE_MINUS_CONSTANT_COLOR: Int\n val CONSTANT_ALPHA: Int\n val ONE_MINUS_CONSTANT_ALPHA: Int\n val BLEND_COLOR: Int\n

val ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING: Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK: Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER: Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val SAMPLE_COVERAGE: Int\n val NO_ERROR: Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE:

Int\n val CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF: Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val

STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val
 STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK: Int\n val
 STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n val
 COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT: Int\n
 val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE:
 Int\n val MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val
 GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val
 STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n
 val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val
 SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val
 COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val
 NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE:
 Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT: Int\n
 val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n val
 RGBA: Int\n val LUMINANCE: Int\n
 val LUMINANCE_ALPHA: Int\n val UNSIGNED_SHORT_4_4_4_4: Int\n val
 UNSIGNED_SHORT_5_5_5_1: Int\n val UNSIGNED_SHORT_5_6_5: Int\n val
 FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n val MAX_VERTEX_ATTRIBS: Int\n
 val MAX_VERTEX_UNIFORM_VECTORS: Int\n val MAX_VARYING_VECTORS: Int\n val
 MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val MAX_VERTEX_TEXTURE_IMAGE_UNITS:
 Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val MAX_FRAGMENT_UNIFORM_VECTORS: Int\n
 val SHADER_TYPE: Int\n val DELETE_STATUS: Int\n val LINK_STATUS: Int\n val
 VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n val ACTIVE_UNIFORMS: Int\n val
 ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val
 CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val
 LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL:
 Int\n val ALWAYS: Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR:
 Int\n val INVERT: Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n
 val RENDERER: Int\n val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val
 NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val
 NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val
 TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
 val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val
 TEXTURE_CUBE_MAP: Int\n val TEXTURE_BINDING_CUBE_MAP: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val
 TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n
 val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n
 val TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val
 TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val
 TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val
 TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val
 TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val
 TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n val TEXTURE23: Int\n val
 TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n val TEXTURE27: Int\n val
 TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n val TEXTURE31: Int\n val
 ACTIVE_TEXTURE:

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Int\n    val REPEAT: Int\n    val CLAMP_TO_EDGE: Int\n    val MIRRORED_REPEAT: Int\n    val
FLOAT_VEC2: Int\n    val FLOAT_VEC3: Int\n    val FLOAT_VEC4: Int\n    val INT_VEC2: Int\n    val
INT_VEC3: Int\n    val INT_VEC4: Int\n    val BOOL: Int\n    val BOOL_VEC2: Int\n    val
BOOL_VEC3: Int\n    val BOOL_VEC4: Int\n    val FLOAT_MAT2: Int\n    val FLOAT_MAT3: Int\n
val FLOAT_MAT4: Int\n    val SAMPLER_2D: Int\n    val SAMPLER_CUBE: Int\n    val
VERTEX_ATTRIB_ARRAY_ENABLED: Int\n    val VERTEX_ATTRIB_ARRAY_SIZE: Int\n    val
VERTEX_ATTRIB_ARRAY_STRIDE: Int\n    val VERTEX_ATTRIB_ARRAY_TYPE: Int\n    val
VERTEX_ATTRIB_ARRAY_NORMALIZED: Int\n    val VERTEX_ATTRIB_ARRAY_POINTER: Int\n
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n    val
IMPLEMENTATION_COLOR_READ_TYPE: Int\n    val IMPLEMENTATION_COLOR_READ_FORMAT:
Int\n    val COMPILE_STATUS: Int\n    val LOW_FLOAT:
Int\n    val MEDIUM_FLOAT: Int\n    val HIGH_FLOAT: Int\n    val LOW_INT: Int\n    val
MEDIUM_INT: Int\n    val HIGH_INT: Int\n    val FRAMEBUFFER: Int\n    val RENDERBUFFER: Int\n
val RGBA4: Int\n    val RGB5_A1: Int\n    val RGB565: Int\n    val DEPTH_COMPONENT16: Int\n
val STENCIL_INDEX: Int\n    val STENCIL_INDEX8: Int\n    val DEPTH_STENCIL: Int\n    val
RENDERBUFFER_WIDTH: Int\n    val RENDERBUFFER_HEIGHT: Int\n    val
RENDERBUFFER_INTERNAL_FORMAT: Int\n    val RENDERBUFFER_RED_SIZE: Int\n    val
RENDERBUFFER_GREEN_SIZE: Int\n    val RENDERBUFFER_BLUE_SIZE: Int\n    val
RENDERBUFFER_ALPHA_SIZE: Int\n    val RENDERBUFFER_DEPTH_SIZE: Int\n    val
RENDERBUFFER_STENCIL_SIZE: Int\n    val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n    val
FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n    val
FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE:
Int\n    val COLOR_ATTACHMENT0: Int\n    val DEPTH_ATTACHMENT: Int\n    val
STENCIL_ATTACHMENT: Int\n    val DEPTH_STENCIL_ATTACHMENT: Int\n    val NONE: Int\n
val FRAMEBUFFER_COMPLETE: Int\n    val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n    val
FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n    val FRAMEBUFFER_UNSUPPORTED: Int\n
val FRAMEBUFFER_BINDING: Int\n    val RENDERBUFFER_BINDING: Int\n    val
MAX_RENDERBUFFER_SIZE: Int\n    val INVALID_FRAMEBUFFER_OPERATION: Int\n    val
UNPACK_FLIP_Y_WEBGL: Int\n    val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n    val
CONTEXT_LOST_WEBGL: Int\n    val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int\n    val
BROWSER_DEFAULT_WEBGL: Int\n }
}
\n\n/**
 * Exposes the JavaScript
 [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
\npublic external abstract class
WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {
\n    companion object {
\n        val
DEPTH_BUFFER_BIT: Int\n        val STENCIL_BUFFER_BIT: Int\n        val COLOR_BUFFER_BIT: Int\n
val POINTS: Int\n        val LINES: Int\n        val LINE_LOOP: Int\n        val LINE_STRIP: Int\n
val TRIANGLES: Int\n        val TRIANGLE_STRIP: Int\n        val TRIANGLE_FAN: Int\n        val ZERO: Int\n
val ONE: Int\n        val SRC_COLOR: Int\n        val ONE_MINUS_SRC_COLOR: Int\n        val SRC_ALPHA:
Int\n        val ONE_MINUS_SRC_ALPHA: Int\n        val DST_ALPHA: Int\n        val
ONE_MINUS_DST_ALPHA: Int\n        val DST_COLOR: Int\n        val ONE_MINUS_DST_COLOR: Int\n
val SRC_ALPHA_SATURATE: Int\n        val FUNC_ADD: Int\n        val BLEND_EQUATION: Int\n        val
BLEND_EQUATION_RGB: Int\n        val BLEND_EQUATION_ALPHA: Int\n        val FUNC_SUBTRACT:
Int\n        val FUNC_REVERSE_SUBTRACT: Int\n        val BLEND_DST_RGB: Int\n        val
BLEND_SRC_RGB: Int\n        val BLEND_DST_ALPHA: Int\n        val BLEND_SRC_ALPHA: Int\n        val
CONSTANT_COLOR: Int\n        val ONE_MINUS_CONSTANT_COLOR: Int\n        val CONSTANT_ALPHA:
Int\n        val ONE_MINUS_CONSTANT_ALPHA: Int\n        val BLEND_COLOR: Int\n        val

```

ARRAY_BUFFER: Int\n val ELEMENT_ARRAY_BUFFER: Int\n val ARRAY_BUFFER_BINDING:
 Int\n val ELEMENT_ARRAY_BUFFER_BINDING: Int\n val STREAM_DRAW: Int\n val
 STATIC_DRAW: Int\n val DYNAMIC_DRAW: Int\n val BUFFER_SIZE: Int\n val
 BUFFER_USAGE: Int\n val CURRENT_VERTEX_ATTRIB: Int\n val FRONT: Int\n val BACK:
 Int\n val FRONT_AND_BACK: Int\n val CULL_FACE: Int\n val BLEND: Int\n val DITHER:
 Int\n val STENCIL_TEST: Int\n val DEPTH_TEST: Int\n val SCISSOR_TEST: Int\n val
 POLYGON_OFFSET_FILL: Int\n val SAMPLE_ALPHA_TO_COVERAGE: Int\n val
 SAMPLE_COVERAGE: Int\n val NO_ERROR:
 Int\n val INVALID_ENUM: Int\n val INVALID_VALUE: Int\n val INVALID_OPERATION: Int\n
 val OUT_OF_MEMORY: Int\n val CW: Int\n val CCW: Int\n val LINE_WIDTH: Int\n val
 ALIASED_POINT_SIZE_RANGE: Int\n val ALIASED_LINE_WIDTH_RANGE: Int\n val
 CULL_FACE_MODE: Int\n val FRONT_FACE: Int\n val DEPTH_RANGE: Int\n val
 DEPTH_WRITEMASK: Int\n val DEPTH_CLEAR_VALUE: Int\n val DEPTH_FUNC: Int\n val
 STENCIL_CLEAR_VALUE: Int\n val STENCIL_FUNC: Int\n val STENCIL_FAIL: Int\n val
 STENCIL_PASS_DEPTH_FAIL: Int\n val STENCIL_PASS_DEPTH_PASS: Int\n val STENCIL_REF:
 Int\n val STENCIL_VALUE_MASK: Int\n val STENCIL_WRITEMASK: Int\n val
 STENCIL_BACK_FUNC: Int\n val STENCIL_BACK_FAIL: Int\n val
 STENCIL_BACK_PASS_DEPTH_FAIL: Int\n val STENCIL_BACK_PASS_DEPTH_PASS: Int\n val
 STENCIL_BACK_REF: Int\n val STENCIL_BACK_VALUE_MASK:
 Int\n val STENCIL_BACK_WRITEMASK: Int\n val VIEWPORT: Int\n val SCISSOR_BOX: Int\n
 val COLOR_CLEAR_VALUE: Int\n val COLOR_WRITEMASK: Int\n val UNPACK_ALIGNMENT:
 Int\n val PACK_ALIGNMENT: Int\n val MAX_TEXTURE_SIZE: Int\n val
 MAX_VIEWPORT_DIMS: Int\n val SUBPIXEL_BITS: Int\n val RED_BITS: Int\n val
 GREEN_BITS: Int\n val BLUE_BITS: Int\n val ALPHA_BITS: Int\n val DEPTH_BITS: Int\n val
 STENCIL_BITS: Int\n val POLYGON_OFFSET_UNITS: Int\n val POLYGON_OFFSET_FACTOR: Int\n
 val TEXTURE_BINDING_2D: Int\n val SAMPLE_BUFFERS: Int\n val SAMPLES: Int\n val
 SAMPLE_COVERAGE_VALUE: Int\n val SAMPLE_COVERAGE_INVERT: Int\n val
 COMPRESSED_TEXTURE_FORMATS: Int\n val DONT_CARE: Int\n val FASTEST: Int\n val
 NICEST: Int\n val GENERATE_MIPMAP_HINT: Int\n val BYTE: Int\n val UNSIGNED_BYTE:
 Int\n val SHORT: Int\n val UNSIGNED_SHORT: Int\n val INT: Int\n val UNSIGNED_INT:
 Int\n val FLOAT: Int\n val DEPTH_COMPONENT: Int\n val ALPHA: Int\n val RGB: Int\n
 val RGBA: Int\n val LUMINANCE: Int\n val LUMINANCE_ALPHA: Int\n val
 UNSIGNED_SHORT_4_4_4_4: Int\n val UNSIGNED_SHORT_5_5_5_1: Int\n val
 UNSIGNED_SHORT_5_6_5: Int\n val FRAGMENT_SHADER: Int\n val VERTEX_SHADER: Int\n
 val MAX_VERTEX_ATTRIBS: Int\n val MAX_VERTEX_UNIFORM_VECTORS: Int\n val
 MAX_VARYING_VECTORS: Int\n val MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int\n val MAX_TEXTURE_IMAGE_UNITS: Int\n val
 MAX_FRAGMENT_UNIFORM_VECTORS: Int\n val SHADER_TYPE: Int\n val DELETE_STATUS:
 Int\n val LINK_STATUS: Int\n val VALIDATE_STATUS: Int\n val ATTACHED_SHADERS: Int\n
 val ACTIVE_UNIFORMS: Int\n
 val ACTIVE_ATTRIBUTES: Int\n val SHADING_LANGUAGE_VERSION: Int\n val
 CURRENT_PROGRAM: Int\n val NEVER: Int\n val LESS: Int\n val EQUAL: Int\n val
 LEQUAL: Int\n val GREATER: Int\n val NOTEQUAL: Int\n val GEQUAL: Int\n val ALWAYS:
 Int\n val KEEP: Int\n val REPLACE: Int\n val INCR: Int\n val DECR: Int\n val INVERT:
 Int\n val INCR_WRAP: Int\n val DECR_WRAP: Int\n val VENDOR: Int\n val RENDERER: Int\n
 val VERSION: Int\n val NEAREST: Int\n val LINEAR: Int\n val
 NEAREST_MIPMAP_NEAREST: Int\n val LINEAR_MIPMAP_NEAREST: Int\n val
 NEAREST_MIPMAP_LINEAR: Int\n val LINEAR_MIPMAP_LINEAR: Int\n val

TEXTURE_MAG_FILTER: Int\n val TEXTURE_MIN_FILTER: Int\n val TEXTURE_WRAP_S: Int\n
 val TEXTURE_WRAP_T: Int\n val TEXTURE_2D: Int\n val TEXTURE: Int\n val
 TEXTURE_CUBE_MAP: Int\n
 val TEXTURE_BINDING_CUBE_MAP: Int\n val TEXTURE_CUBE_MAP_POSITIVE_X: Int\n val
 TEXTURE_CUBE_MAP_NEGATIVE_X: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Y: Int\n val
 TEXTURE_CUBE_MAP_NEGATIVE_Y: Int\n val TEXTURE_CUBE_MAP_POSITIVE_Z: Int\n val
 TEXTURE_CUBE_MAP_NEGATIVE_Z: Int\n val MAX_CUBE_MAP_TEXTURE_SIZE: Int\n val
 TEXTURE0: Int\n val TEXTURE1: Int\n val TEXTURE2: Int\n val TEXTURE3: Int\n val
 TEXTURE4: Int\n val TEXTURE5: Int\n val TEXTURE6: Int\n val TEXTURE7: Int\n val
 TEXTURE8: Int\n val TEXTURE9: Int\n val TEXTURE10: Int\n val TEXTURE11: Int\n val
 TEXTURE12: Int\n val TEXTURE13: Int\n val TEXTURE14: Int\n val TEXTURE15: Int\n val
 TEXTURE16: Int\n val TEXTURE17: Int\n val TEXTURE18: Int\n val TEXTURE19: Int\n val
 TEXTURE20: Int\n val TEXTURE21: Int\n val TEXTURE22: Int\n
 val TEXTURE23: Int\n val TEXTURE24: Int\n val TEXTURE25: Int\n val TEXTURE26: Int\n
 val TEXTURE27: Int\n val TEXTURE28: Int\n val TEXTURE29: Int\n val TEXTURE30: Int\n
 val TEXTURE31: Int\n val ACTIVE_TEXTURE: Int\n val REPEAT: Int\n val CLAMP_TO_EDGE:
 Int\n val MIRRORED_REPEAT: Int\n val FLOAT_VEC2: Int\n val FLOAT_VEC3: Int\n val
 FLOAT_VEC4: Int\n val INT_VEC2: Int\n val INT_VEC3: Int\n val INT_VEC4: Int\n val BOOL:
 Int\n val BOOL_VEC2: Int\n val BOOL_VEC3: Int\n val BOOL_VEC4: Int\n val
 FLOAT_MAT2: Int\n val FLOAT_MAT3: Int\n val FLOAT_MAT4: Int\n val SAMPLER_2D: Int\n
 val SAMPLER_CUBE: Int\n val VERTEX_ATTRIB_ARRAY_ENABLED: Int\n val
 VERTEX_ATTRIB_ARRAY_SIZE: Int\n val VERTEX_ATTRIB_ARRAY_STRIDE: Int\n val
 VERTEX_ATTRIB_ARRAY_TYPE: Int\n val VERTEX_ATTRIB_ARRAY_NORMALIZED:
 Int\n val VERTEX_ATTRIB_ARRAY_POINTER: Int\n val
 VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int\n val IMPLEMENTATION_COLOR_READ_TYPE:
 Int\n val IMPLEMENTATION_COLOR_READ_FORMAT: Int\n val COMPILE_STATUS: Int\n val
 LOW_FLOAT: Int\n val MEDIUM_FLOAT: Int\n val HIGH_FLOAT: Int\n val LOW_INT: Int\n
 val MEDIUM_INT: Int\n val HIGH_INT: Int\n val FRAMEBUFFER: Int\n val RENDERBUFFER:
 Int\n val RGBA4: Int\n val RGB5_A1: Int\n val RGB565: Int\n val DEPTH_COMPONENT16:
 Int\n val STENCIL_INDEX: Int\n val STENCIL_INDEX8: Int\n val DEPTH_STENCIL: Int\n val
 RENDERBUFFER_WIDTH: Int\n val RENDERBUFFER_HEIGHT: Int\n val
 RENDERBUFFER_INTERNAL_FORMAT: Int\n val RENDERBUFFER_RED_SIZE: Int\n val
 RENDERBUFFER_GREEN_SIZE: Int\n val RENDERBUFFER_BLUE_SIZE: Int\n val
 RENDERBUFFER_ALPHA_SIZE: Int\n val RENDERBUFFER_DEPTH_SIZE:
 Int\n val RENDERBUFFER_STENCIL_SIZE: Int\n val
 FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int\n val
 FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int\n val
 FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int\n val COLOR_ATTACHMENT0:
 Int\n val DEPTH_ATTACHMENT: Int\n val STENCIL_ATTACHMENT: Int\n val
 DEPTH_STENCIL_ATTACHMENT: Int\n val NONE: Int\n val FRAMEBUFFER_COMPLETE: Int\n
 val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int\n val
 FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int\n val FRAMEBUFFER_UNSUPPORTED: Int\n
 val FRAMEBUFFER_BINDING: Int\n val RENDERBUFFER_BINDING: Int\n val
 MAX_RENDERBUFFER_SIZE: Int\n val INVALID_FRAMEBUFFER_OPERATION: Int\n val
 UNPACK_FLIP_Y_WEBGL: Int\n val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int\n val
 CONTEXT_LOST_WEBGL: Int\n


```

ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun set(array: Uint8ClampedArray,
offset: Int = definedExternally)\n    fun set(array: Array<Byte>, offset: Int = definedExternally)\n    fun
subarray(start: Int, end: Int): Uint8ClampedArray\n\n    companion object {\n        val BYTES_PER_ELEMENT:
Int\n    }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic
inline operator fun Uint8ClampedArray.get(index: Int): Byte =
asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin\n */\n\npublic external open class
Int16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int16Array)\n
constructor(array: Array<Short>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset:
Int\n    override val byteLength: Int\n    fun set(array: Int16Array, offset: Int = definedExternally)\n    fun set(array:
Array<Short>, offset: Int = definedExternally)\n    fun subarray(start: Int, end: Int):
Int16Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.get(index: Int):
Short = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int16Array.set(index: Int,
value: Short) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Uint16Array](https://developer.mozilla.org/en/docs/Web/API/Uint16Array) to Kotlin\n */\n\npublic external open
class Uint16Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint16Array)\n
constructor(array: Array<Short>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n    open val length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset:
Int\n    override val byteLength: Int\n    fun set(array: Uint16Array,
offset: Int = definedExternally)\n    fun set(array: Array<Short>, offset: Int = definedExternally)\n    fun
subarray(start: Int, end: Int): Uint16Array\n\n    companion object {\n        val BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.get(index: Int):
Short = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Uint16Array.set(index: Int,
value: Short) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Int32Array](https://developer.mozilla.org/en/docs/Web/API/Int32Array) to Kotlin\n */\n\npublic external open class
Int32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Int32Array)\n
constructor(array: Array<Int>)\n    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int
= definedExternally)\n    open val length:
Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n    fun
set(array: Int32Array, offset: Int = definedExternally)\n    fun set(array: Array<Int>, offset: Int =
definedExternally)\n    fun subarray(start: Int, end: Int): Int32Array\n\n    companion object {\n        val
BYTES_PER_ELEMENT: Int\n    }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.get(index: Int): Int
= asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Int32Array.set(index: Int,
value: Int) { asDynamic()[index] = value }\n\n/**\n * Exposes the JavaScript
[Uint32Array](https://developer.mozilla.org/en/docs/Web/API/Uint32Array) to Kotlin\n */\n\npublic external open
class Uint32Array : ArrayBufferView {\n    constructor(length: Int)\n    constructor(array: Uint32Array)\n
constructor(array: Array<Int>)\n

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    constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length: Int = definedExternally)\n    open val
length: Int\n    override val buffer: ArrayBuffer\n    override val byteOffset: Int\n    override val byteLength: Int\n
fun set(array: Uint32Array, offset: Int = definedExternally)\n    fun set(array: Array<Int>, offset: Int =
definedExternally)\n    fun subarray(start: Int, end: Int): Uint32Array\n\n    companion object {\n        val
BYTES_PER_ELEMENT: Int\n    }\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Uint32Array.get(index: Int):
Int = asDynamic()[index]\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Uint32Array.set(index: Int,
value: Int) { asDynamic()[index] = value }\n\n    /**\n     * Exposes the JavaScript
[Float32Array](https://developer.mozilla.org/en/docs/Web/API/Float32Array) to Kotlin\n     */\n    public external
open class Float32Array : ArrayBufferView {\n        constructor(length: Int)\n        constructor(array: Float32Array)\n
constructor(array: Array<Float>)\n        constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n        open val length: Int\n        override val buffer: ArrayBuffer\n        override val byteOffset:
Int\n        override val byteLength: Int\n        fun set(array: Float32Array, offset: Int = definedExternally)\n        fun
set(array: Array<Float>, offset: Int = definedExternally)\n        fun subarray(start: Int, end: Int): Float32Array\n\n
companion object {\n            val BYTES_PER_ELEMENT: Int\n        }\n    }\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Float32Array.get(index: Int):
Float = asDynamic()[index]\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Float32Array.set(index: Int,
value: Float) { asDynamic()[index]
= value }\n\n    /**\n     * Exposes the JavaScript
[Float64Array](https://developer.mozilla.org/en/docs/Web/API/Float64Array) to Kotlin\n     */\n    public external open
class Float64Array : ArrayBufferView {\n        constructor(length: Int)\n        constructor(array: Float64Array)\n
constructor(array: Array<Double>)\n        constructor(buffer: ArrayBuffer, byteOffset: Int = definedExternally, length:
Int = definedExternally)\n        open val length: Int\n        override val buffer: ArrayBuffer\n        override val byteOffset:
Int\n        override val byteLength: Int\n        fun set(array: Float64Array, offset: Int = definedExternally)\n        fun
set(array: Array<Double>, offset: Int = definedExternally)\n        fun subarray(start: Int, end: Int): Float64Array\n\n
companion object {\n            val BYTES_PER_ELEMENT: Int\n        }\n    }\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Float64Array.get(index: Int):
Double = asDynamic()[index]\n\n    @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n    @kotlin.internal.InlineOnly\n    public inline operator fun Float64Array.set(index: Int,
value: Double) { asDynamic()[index] = value }\n\n    /**\n     * Exposes the JavaScript
[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin\n     */\n    public external open class
DataView(buffer: ArrayBuffer, byteOffset: Int = definedExternally, byteLength: Int = definedExternally) :
ArrayBufferView {\n        override val buffer: ArrayBuffer\n        override val byteOffset: Int\n        override val
byteLength: Int\n        fun getInt8(byteOffset: Int): Byte\n        fun getUint8(byteOffset: Int): Byte\n        fun
getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short\n        fun getUint16(byteOffset: Int,
littleEndian: Boolean = definedExternally): Short\n        fun getInt32(byteOffset: Int, littleEndian: Boolean =
definedExternally): Int\n        fun getUint32(byteOffset: Int, littleEndian: Boolean = definedExternally): Int\n        fun
getFloat32(byteOffset:
Int, littleEndian: Boolean = definedExternally): Float\n        fun getFloat64(byteOffset: Int, littleEndian: Boolean =
definedExternally): Double\n        fun setInt8(byteOffset: Int, value: Byte)\n        fun setUint8(byteOffset: Int, value:
Byte)\n        fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)\n        fun
setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)\n        fun setInt32(byteOffset: Int,
value: Int, littleEndian: Boolean = definedExternally)\n        fun setUint32(byteOffset: Int, value: Int, littleEndian:
Boolean = definedExternally)\n        fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean =

```

```

definedExternally)\n fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean =
definedExternally)\n}\n\npublic external interface BufferDataSource\n\npublic external interface
TexImageSource", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n//
NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for
details\n\npackage org.w3c.dom.clipboard\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface ClipboardEventInit : EventInit {\n var
clipboardData: DataTransfer? /* = null *\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic inline fun ClipboardEventInit(clipboardData:
DataTransfer? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
ClipboardEventInit {\n val o = js(\\"({})\\")\n o[\"clipboardData\"] = clipboardData\n o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes
the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin\n
*\n\npublic external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) :
Event {\n open val clipboardData: DataTransfer?\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\n/**\n * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to
Kotlin\n *\n\npublic external abstract class Clipboard : EventTarget {\n fun read(): Promise<DataTransfer>\n fun
readText(): Promise<String>\n fun write(data: DataTransfer): Promise<Unit>\n fun writeText(data: String):
Promise<Unit>\n}\n\npublic external interface ClipboardPermissionDescriptor {\n var allowWithoutGesture:
Boolean? /* = false *\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic inline fun
ClipboardPermissionDescriptor(allowWithoutGesture: Boolean? = false): ClipboardPermissionDescriptor {\n val
o = js(\\"({})\\")\n o[\"allowWithoutGesture\"] = allowWithoutGesture\n return o\n}", "/*\n * Copyright 2010-
2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.css\n\nimport
kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\n\npublic external abstract class MediaList :
ItemArrayLike<String> {\n open var mediaText: String\n fun appendMedium(medium: String)\n fun
deleteMedium(medium: String)\n override fun item(index: Int):
String?\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic
inline operator fun MediaList.get(index: Int): String? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin\n *\n\npublic external abstract
class StyleSheet {\n open val type: String\n open val href: String?\n open val ownerNode:
UnionElementOrProcessingInstruction?\n open val parentStyleSheet: StyleSheet?\n open val title: String?\n
open val media: MediaList\n open var disabled: Boolean\n}\n\n/**\n * Exposes the JavaScript
[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin\n *\n\npublic external
abstract class CSSStyleSheet : StyleSheet {\n open val ownerRule: CSSRule?\n open val cssRules:
CSSRuleList\n fun insertRule(rule: String, index: Int): Int\n fun deleteRule(index: Int)\n}\n\n/**\n * Exposes the
JavaScript [StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin\n *\n\npublic
external
abstract class StyleSheetList : ItemArrayLike<StyleSheet> {\n override fun item(index: Int):
StyleSheet?\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\\")\n@kotlin.internal.InlineOnly\npublic inline operator fun StyleSheetList.get(index: Int):

```

StyleSheet? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin\n * \npublic external interface LinkStyle {\n val sheet: StyleSheet?\n get() = definedExternally\n}\n\n/**\n * Exposes the JavaScript [CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin\n * \npublic external abstract class CSSRuleList : ItemArrayLike<CSSRule> {\n override fun item(index: Int): CSSRule?\n}\n\n@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript [CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin\n * \npublic external abstract class CSSRule {\n open val type: Short\n open var cssText: String\n open val parentRule: CSSRule?\n open val parentStyleSheet: CSSStyleSheet?\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin\n * \npublic external abstract class CSSStyleRule : CSSRule {\n open var selectorText: String\n open val style: CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\npublic external abstract class CSSImportRule : CSSRule {\n open val href: String\n open val media: MediaList\n open val styleSheet: CSSStyleSheet\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin\n * \npublic external abstract class CSSGroupingRule : CSSRule {\n open val cssRules: CSSRuleList\n fun insertRule(rule: String, index: Int): Int\n fun deleteRule(index: Int)\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin\n * \npublic external abstract class CSSMediaRule : CSSGroupingRule {\n open val media: MediaList\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin\n * \npublic external abstract class CSSPageRule : CSSGroupingRule {\n open var selectorText: String\n open val style: CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\npublic external abstract class CSSMarginRule : CSSRule {\n open val name: String\n open val style: CSSStyleDeclaration\n\n companion object {\n val STYLE_RULE: Short\n val CHARSET_RULE: Short\n val IMPORT_RULE: Short\n val MEDIA_RULE: Short\n val FONT_FACE_RULE: Short\n val PAGE_RULE: Short\n val MARGIN_RULE: Short\n val NAMESPACE_RULE: Short\n }\n}\n\n/**\n * Exposes the JavaScript [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin\n * \npublic external abstract class CSSNamespaceRule : CSSRule {\n open val namespaceURI: String\n open val prefix:

```

String companion object {
    val STYLE_RULE: Short
    val CHARSET_RULE: Short
    val IMPORT_RULE: Short
    val MEDIA_RULE: Short
    val FONT_FACE_RULE: Short
    val PAGE_RULE: Short
    val MARGIN_RULE: Short
    val NAMESPACE_RULE: Short
}

/** Exposes the JavaScript [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open val parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var backfaceVisibility: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundSize: String
    open var border: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRadius: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderStyle: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var borderWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var display: String
    open var emptyCells: String
    open var filter: String
    open var flex: String
    open var flexBasis: String
    open var flexDirection: String
    open var flexFlow: String
    open var flexGrow: String
    open var flexShrink: String
    open var flexWrap: String
    open var font: String
    open var fontFamily: String
    open var fontFeatureSettings: String
    open var fontKerning: String
    open var fontLanguageOverride: String
    open var fontSize: String
    open var fontSizeAdjust: String
    open var fontStretch: String
    open var fontStyle: String
    open var fontSynthesis: String
    open var fontVariant: String
    open var fontVariantAlternates: String
    open var fontVariantCaps: String
    open var fontVariantEastAsian: String
    open var fontVariantLigatures: String
    open var fontVariantNumeric: String
    open var fontVariantPosition: String
    open var fontWeight: String
    open var hangingPunctuation: String
    open var height: String
    open var hyphens: String
    open var imageOrientation: String
    open var imageRendering: String
    open var imageResolution: String
    open var imeMode: String
    open var justifyContent: String
    open var left: String
    open var letterSpacing: String
    open var lineBreak: String
    open var lineHeight: String
    open var listStyle: String
    open var listStyleImage: String
    open var listStylePosition: String
    open var listStyleType: String
    open var margin:

```

```

String\n open var marginBottom: String\n open var marginLeft: String\n open var marginRight: String\n
open var marginTop: String\n open var mark: String\n open var markAfter: String\n open var markBefore:
String\n open var marks: String\n open var marqueeDirection: String\n open var marqueePlayCount: String\n
open var marqueeSpeed: String\n open var marqueeStyle: String\n open var mask: String\n open var
maskType: String\n open var maxHeight: String\n open var maxWidth: String\n open var minHeight: String\n
open var minWidth: String\n open var navDown: String\n open var navIndex: String\n open var navLeft:
String\n open var navRight: String\n open var navUp: String\n open var objectFit: String\n open var
objectPosition: String\n open var opacity: String\n open var order: String\n open var orphans: String\n open
var outline: String\n open var outlineColor: String\n open var outlineOffset: String\n
open var outlineStyle: String\n open var outlineWidth: String\n open var overflowWrap: String\n open var
overflowX: String\n open var overflowY: String\n open var padding: String\n open var paddingBottom:
String\n open var paddingLeft: String\n open var paddingRight: String\n open var paddingTop: String\n open
var pageBreakAfter: String\n open var pageBreakBefore: String\n open var pageBreakInside: String\n open var
perspective: String\n open var perspectiveOrigin: String\n open var phonemes: String\n open var position:
String\n open var quotes: String\n open var resize: String\n open var rest: String\n open var restAfter:
String\n open var restBefore: String\n open var right: String\n open var tabSize: String\n open var
tableLayout: String\n open var textAlign: String\n open var textAlignLast: String\n open var
textCombineUpright: String\n open var textDecoration: String\n open var textDecorationColor:
String\n open var textDecorationLine: String\n open var textDecorationStyle: String\n open var textIndent:
String\n open var textJustify: String\n open var textOrientation: String\n open var textOverflow: String\n
open var textShadow: String\n open var textTransform: String\n open var textUnderlinePosition: String\n open
var top: String\n open var transform: String\n open var transformOrigin: String\n open var transformStyle:
String\n open var transition: String\n open var transitionDelay: String\n open var transitionDuration: String\n
open var transitionProperty: String\n open var transitionTimingFunction: String\n open var unicodeBidi:
String\n open var verticalAlign: String\n open var visibility: String\n open var voiceBalance: String\n open
var voiceDuration: String\n open var voicePitch: String\n open var voicePitchRange: String\n open var
voiceRate: String\n open var voiceStress: String\n
open var voiceVolume: String\n open var whiteSpace: String\n open var widows: String\n open var width:
String\n open var wordBreak: String\n open var wordSpacing: String\n open var wordWrap: String\n open
var writingMode: String\n open var zIndex: String\n open var _dashed_attribute: String\n open var
_camel_cased_attribute: String\n open var _webkit_cased_attribute: String\n fun getPropertyValue(property:
String): String\n fun getPropertyPriority(property: String): String\n fun setProperty(property: String, value:
String, priority: String = definedExternally)\n fun setPropertyValue(property: String, value: String)\n fun
setPropertyPriority(property: String, priority: String)\n fun removeProperty(property: String): String\n override
fun item(index: Int): String\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
CSSStyleDeclaration.get(index: Int): String? = asDynamic()[index]\n\npublic
external interface ElementCSSInlineStyle {\n val style: CSSStyleDeclaration\n}\n\n/**\n * Exposes the
JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin\n */\n\npublic external abstract class
CSS {\n companion object {\n fun escape(ident: String): String\n }\n}\n\npublic external interface
UnionElementOrProcessingInstruction, /*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n// See
github.com/kotlin/dukat for details\n\npackage org.w3c.dom.encryptedmedia\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n * Exposes the JavaScript
[MediaKeySystemConfiguration](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemConfiguration)
to Kotlin\n */\n\npublic

```



```

external interface MediaKeySystemConfiguration {
    var label: String? /* = "" */
    get() =
definedExternally
    set(value) = definedExternally
    var initDataTypes: Array<String>? /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    var audioCapabilities:
Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
    get() = definedExternally
    set(value) =
definedExternally
    var videoCapabilities: Array<MediaKeySystemMediaCapability>? /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    var distinctiveIdentifier:
MediaKeysRequirement? /* = MediaKeysRequirement.OPTIONAL */
    get() = definedExternally
    set(value) = definedExternally
    var persistentState: MediaKeysRequirement? /* =
MediaKeysRequirement.OPTIONAL */
    get() = definedExternally
    set(value) = definedExternally
    var sessionTypes: Array<String>?
    get() =
definedExternally
    set(value) = definedExternally
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun MediaKeySystemConfiguration(label:
String? = "", initDataTypes: Array<String>? = arrayOf(), audioCapabilities:
Array<MediaKeySystemMediaCapability>? = arrayOf(), videoCapabilities:
Array<MediaKeySystemMediaCapability>? = arrayOf(), distinctiveIdentifier: MediaKeysRequirement? =
MediaKeysRequirement.OPTIONAL, persistentState: MediaKeysRequirement? =
MediaKeysRequirement.OPTIONAL, sessionTypes: Array<String>? = undefined): MediaKeySystemConfiguration
{
    val o = js("{}")
    o["label"] = label
    o["initDataTypes"] = initDataTypes
    o["audioCapabilities"] = audioCapabilities
    o["videoCapabilities"] = videoCapabilities
    o["distinctiveIdentifier"] = distinctiveIdentifier
    o["persistentState"] = persistentState
    o["sessionTypes"]
= sessionTypes
    return o
}
public external
interface MediaKeySystemMediaCapability {
    var contentType: String? /* = "" */
    get() =
definedExternally
    set(value) = definedExternally
    var robustness: String? /* = "" */
    get() =
definedExternally
    set(value) = definedExternally
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun
MediaKeySystemMediaCapability(contentType: String? = "", robustness: String? = ""):
MediaKeySystemMediaCapability {
    val o = js("{}")
    o["contentType"] = contentType
    o["robustness"] = robustness
    return o
}
/**
 * Exposes the JavaScript
[MediaKeySystemAccess](https://developer.mozilla.org/en/docs/Web/API/MediaKeySystemAccess) to Kotlin
*/
public external abstract class MediaKeySystemAccess {
    open val keySystem: String
    fun
getConfiguration(): MediaKeySystemConfiguration
    fun createMediaKeys(): Promise<MediaKeys>
}
/**
 * Exposes the JavaScript [MediaKeys](https://developer.mozilla.org/en/docs/Web/API/MediaKeys)
to Kotlin
*/
public external abstract class MediaKeys {
    fun createSession(sessionType:
MediaKeySessionType = definedExternally): MediaKeySession
    fun setServerCertificate(serverCertificate:
dynamic): Promise<Boolean>
}
/**
 * Exposes the JavaScript
[MediaKeySession](https://developer.mozilla.org/en/docs/Web/API/MediaKeySession) to Kotlin
*/
public external abstract class MediaKeySession : EventTarget {
    open val sessionId: String
    open val expiration:
Double
    open val closed: Promise<Unit>
    open val keyStatuses: MediaKeyStatusMap
    open var
onkeystatuschange: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun
generateRequest(initDataType: String, initData: dynamic): Promise<Unit>
    fun load(sessionId: String):
Promise<Boolean>
    fun update(response: dynamic): Promise<Unit>
    fun close(): Promise<Unit>
    fun
remove(): Promise<Unit>
}
/**
 * Exposes the JavaScript
[MediaKeyStatusMap](https://developer.mozilla.org/en/docs/Web/API/MediaKeyStatusMap) to Kotlin
*/
public external abstract class MediaKeyStatusMap {
    open val size: Int
    fun has(keyId: dynamic): Boolean
    fun
get(keyId: dynamic): Any?
}
/**
 * Exposes the JavaScript
[MediaKeyMessageEvent](https://developer.mozilla.org/en/docs/Web/API/MediaKeyMessageEvent) to Kotlin
*/
public external open class MediaKeyMessageEvent(type: String, eventInitDict: MediaKeyMessageEventInit) :

```

```

Event {\n  open val messageType: MediaKeyMessageType\n  open val message: ArrayBuffer\n\n  companion
object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface MediaKeyMessageEventInit : EventInit {\n  var
messageType: MediaKeyMessageType?\n  var message:
ArrayBuffer?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic
inline fun MediaKeyMessageEventInit(messageType: MediaKeyMessageType?, message: ArrayBuffer?, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MediaKeyMessageEventInit {\n  val
o = js(\"({})\")\n  o[\"messageType\"] = messageType\n  o[\"message\"] = message\n  o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\npublic external open class
MediaEncryptedEvent(type: String, eventInitDict: MediaEncryptedEventInit = definedExternally) : Event {\n
open val initDataType: String\n  open val initData: ArrayBuffer?\n\n  companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:
Short\n  }\n}\n\npublic external interface MediaEncryptedEventInit : EventInit {\n  var initDataType: String? /* =
\"\" */\n  get() = definedExternally\n  set(value) = definedExternally\n  var
initData: ArrayBuffer? /* = null */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
MediaEncryptedEventInit(initDataType: String? = \"\", initData: ArrayBuffer? = null, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): MediaEncryptedEventInit {\n  val o = js(\"({})\")\n
o[\"initDataType\"] = initData\n  o[\"initData\"] = initData\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"]
= cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/* please, don't implement this interface!
*/\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaKeysRequirement {\n  companion object\n}\n\npublic inline val
MediaKeysRequirement.Companion.REQUIRED: MediaKeysRequirement get() =
\"required\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline val
MediaKeysRequirement.Companion.OPTIONAL:
MediaKeysRequirement get() = \"optional\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\npublic inline
val MediaKeysRequirement.Companion.NOT_ALLOWED: MediaKeysRequirement get() = \"not-
allowed\".asDynamic().unsafeCast<MediaKeysRequirement>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaKeySessionType {\n  companion object\n}\n\npublic inline val
MediaKeySessionType.Companion.TEMPORARY: MediaKeySessionType get() =
\"temporary\".asDynamic().unsafeCast<MediaKeySessionType>()\n\npublic inline val
MediaKeySessionType.Companion.PERSISTENT_LICENSE: MediaKeySessionType get() = \"persistent-
license\".asDynamic().unsafeCast<MediaKeySessionType>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\npublic external
interface MediaKeyStatus {\n  companion object\n}\n\npublic inline
val MediaKeyStatus.Companion.USABLE: MediaKeyStatus get() =
\"usable\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.EXPIRED: MediaKeyStatus get() =
\"expired\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.RELEASED: MediaKeyStatus get() =
\"released\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.OUTPUT_RESTRICTED: MediaKeyStatus get() = \"output-
restricted\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.OUTPUT_DOWNSCALED: MediaKeyStatus get() = \"output-
downscaled\".asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val

```

```

MediaKeyStatus.Companion.STATUS_PENDING: MediaKeyStatus get() = `status-
pending`.asDynamic().unsafeCast<MediaKeyStatus>()\n\npublic inline val
MediaKeyStatus.Companion.INTERNAL_ERROR: MediaKeyStatus get() = `internal-
error`.asDynamic().unsafeCast<MediaKeyStatus>()\n\n/* please, don't implement
this interface! */\n@JsName(`null`)\n@Suppress(`NESTED_CLASS_IN_EXTERNAL_INTERFACE`)\n\npublic
external interface MediaKeyMessageType {\n    companion object\n}\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_REQUEST: MediaKeyMessageType get() = `license-
request`.asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_RENEWAL: MediaKeyMessageType get() = `license-
renewal`.asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.LICENSE_RELEASE: MediaKeyMessageType get() = `license-
release`.asDynamic().unsafeCast<MediaKeyMessageType>()\n\npublic inline val
MediaKeyMessageType.Companion.INDIVIDUALIZATION_REQUEST: MediaKeyMessageType get() =
`individualization-request`.asDynamic().unsafeCast<MediaKeyMessageType>()\n\n/*\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.dom.events\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\n\n/**\n * Exposes the JavaScript
[UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin\n */\n\npublic external open class
UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {\n    open val view: Window?\n    open val detail: Int\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n\n    public external interface UIEventInit :
EventInit {\n        var view: Window? /* = null */\n        get() = definedExternally\n        set(value) =
definedExternally\n        var detail: Int? /* = 0 */\n        get() = definedExternally\n        set(value) =
definedExternally\n    }\n\n    @Suppress(`INVISIBLE_REFERENCE`),
`INVISIBLE_MEMBER`)\n    @kotlin.internal.InlineOnly\n    public
inline fun UIEventInit(view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): UIEventInit {\n        val o = js("{}")\n        o["view"] = view\n        o["detail"] =
detail\n        o["bubbles"] = bubbles\n        o["cancelable"] = cancelable\n        o["composed"] = composed\n        return
o\n    }\n\n    /**\n     * Exposes the JavaScript [FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent)
to Kotlin\n     */\n\n    public external open class FocusEvent(type: String, eventInitDict: FocusEventInit =
definedExternally) : UIEvent {\n        open val relatedTarget: EventTarget?\n\n        companion object {\n            val
NONE: Short\n            val CAPTURING_PHASE: Short\n            val AT_TARGET: Short\n            val
BUBBLING_PHASE: Short\n        }\n\n        public external interface FocusEventInit : UIEventInit {\n            var
relatedTarget: EventTarget? /* = null */\n            get() = definedExternally\n            set(value) =
definedExternally\n        }\n\n        @Suppress(`INVISIBLE_REFERENCE`),
`INVISIBLE_MEMBER`)\n        @kotlin.internal.InlineOnly\n        public inline fun FocusEventInit(relatedTarget:
EventTarget? = null, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): FocusEventInit {\n            val o = js("{}")\n            o["relatedTarget"] =
relatedTarget\n            o["view"] = view\n            o["detail"] = detail\n            o["bubbles"] = bubbles\n            o["cancelable"] =
cancelable\n            o["composed"] = composed\n            return o\n        }\n\n        /**\n         * Exposes the JavaScript
[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin\n         */\n\n        public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent,
UnionElementOrMouseEvent {\n            open val screenX: Int\n            open val screenY: Int\n            open val clientX: Int\n            open val clientY: Int\n            open val ctrlKey: Boolean\n            open val shiftKey:
Boolean\n            open val altKey: Boolean\n            open val metaKey: Boolean\n            open val button: Short\n            open val
buttons: Short\n            open val relatedTarget: EventTarget?\n            open val region: String?\n            open val pageX: Double\n

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open val pageY: Double\n  open val x: Double\n  open val y: Double\n  open val offsetX: Double\n  open val
offsetY: Double\n  fun getModifierState(keyArg: String): Boolean\n\n  companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:
Short\n  }\n\n  public external interface MouseEventInit : EventModifierInit {\n    var screenX: Int? /* = 0 */\n
get() = definedExternally\n    set(value) = definedExternally\n    var screenY: Int? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var clientX: Int? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var clientY: Int? /* = 0 */\n
get() = definedExternally\n    set(value) = definedExternally\n    var button: Short? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var buttons: Short? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var relatedTarget: EventTarget? /* = null */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var region: String? /* = null */\n    get() =
definedExternally\n    set(value) = definedExternally\n  }\n\n  @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n  @kotlin.internal.InlineOnly\n  public inline fun MouseEventInit(screenX: Int? = 0,
screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget:
EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean?
= false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean?
= false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): MouseEventInit {\n    val o =
js(\"({})\")\n    o[\"screenX\"] = screenX\n    o[\"screenY\"] = screenY\n    o[\"clientX\"] = clientX\n    o[\"clientY\"]
= clientY\n    o[\"button\"] = button\n    o[\"buttons\"] = buttons\n    o[\"relatedTarget\"] = relatedTarget\n
o[\"region\"] = region\n    o[\"ctrlKey\"] = ctrlKey\n    o[\"shiftKey\"] = shiftKey\n    o[\"altKey\"] = altKey\n
o[\"metaKey\"] = metaKey\n    o[\"modifierAltGraph\"] = modifierAltGraph\n    o[\"modifierCapsLock\"] =
modifierCapsLock\n    o[\"modifierFn\"] = modifierFn\n    o[\"modifierFnLock\"] = modifierFnLock\n
o[\"modifierHyper\"] = modifierHyper\n    o[\"modifierNumLock\"] = modifierNumLock\n
o[\"modifierScrollLock\"] = modifierScrollLock\n    o[\"modifierSuper\"] = modifierSuper\n
o[\"modifierSymbol\"] = modifierSymbol\n    o[\"modifierSymbolLock\"] = modifierSymbolLock\n    o[\"view\"] =
view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] =
composed\n    return o\n  }\n\n  public external interface EventModifierInit : UIEventInit {\n    var ctrlKey: Boolean?
/* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var shiftKey: Boolean? /* =
false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var altKey: Boolean? /* = false
*/\n    get() = definedExternally\n    set(value) = definedExternally\n    var metaKey: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var modifierAltGraph:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var
modifierCapsLock: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n
var modifierFn: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var
modifierFnLock: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var
modifierHyper: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var
modifierNumLock: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n
var modifierScrollLock: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var modifierSuper: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var modifierSymbol: Boolean? /* =
false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var modifierSymbolLock:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n  }\n\n  @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n  @kotlin.internal.InlineOnly\n  public inline fun EventModifierInit(ctrlKey: Boolean? =
false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph:

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Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? =
false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): EventModifierInit {\n  val o = js(\("{ }")\n  o["ctrlKey"] = ctrlKey\n
  o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"]
= modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n
o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] =
modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin\n */\npublic external open
class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {\n  open val
deltaX: Double\n  open val deltaY: Double\n
  open val deltaZ: Double\n  open val deltaMode: Int\n\n  companion object {\n    val DOM_DELTA_PIXEL:
Int\n    val DOM_DELTA_LINE: Int\n    val DOM_DELTA_PAGE: Int\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n
  }\n\n  public external interface WheelEventInit : MouseEventInit {\n    var deltaX: Double? /* = 0.0 */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var deltaY: Double? /* = 0.0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var deltaZ: Double? /* = 0.0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var deltaMode: Int? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n  }\n\n  @Suppress(\n"INVISIBLE_REFERENCE",
\n"INVISIBLE_MEMBER")\n  @kotlin.internal.InlineOnly\n  public inline fun WheelEventInit(deltaX: Double? = 0.0,
deltaY: Double?
= 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY:
Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey:
Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false, metaKey: Boolean? = false,
modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false,
modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false,
modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false,
modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): WheelEventInit {\n    val o = js(\("{ }")\n
o["deltaX"] = deltaX\n  o["deltaY"] = deltaY\n  o["deltaZ"] = deltaZ\n  o["deltaMode"] = deltaMode\n
o["screenX"] = screenX\n
  o["screenY"] = screenY\n  o["clientX"] = clientX\n  o["clientY"] = clientY\n  o["button"] = button\n
o["buttons"] = buttons\n  o["relatedTarget"] = relatedTarget\n  o["region"] = region\n  o["ctrlKey"] =
ctrlKey\n  o["shiftKey"] = shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n
o["modifierAltGraph"] = modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n
o["modifierFn"] = modifierFn\n  o["modifierFnLock"] = modifierFnLock\n  o["modifierHyper"] =
modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n  o["modifierScrollLock"] =
modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n  o["modifierSymbol"] = modifierSymbol\n
o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] = view\n  o["detail"] = detail\n
o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] = composed\n  return
o\n}\n\n/**\n * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent)
to Kotlin\n */\npublic external open class InputEvent(type: String, eventInitDict: InputEventInit =
definedExternally) : UIEvent {\n  open val data: String\n  open val isComposing: Boolean\n\n  companion object
{\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val

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BUBBLING_PHASE: Short\n } \n\n\npublic external interface InputEventInit : UIEventInit {\n  var data:
String? /* = \"\" */\n  get() = definedExternally\n  set(value) = definedExternally\n  var isComposing:
Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun InputEventInit(data: String? = \"\",
isComposing: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable:
Boolean? = false, composed: Boolean?
= false): InputEventInit {\n  val o = js(\"({})\")\n  o[\"data\"] = data\n  o[\"isComposing\"] = isComposing\n
o[\"view\"] = view\n  o[\"detail\"] = detail\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n
o[\"composed\"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin\n */\n\npublic external
open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {\n
open val key: String\n open val code: String\n open val location: Int\n open val ctrlKey: Boolean\n open val
shiftKey: Boolean\n open val altKey: Boolean\n open val metaKey: Boolean\n open val repeat: Boolean\n
open val isComposing: Boolean\n open val charCode: Int\n open val keyCode: Int\n open val which: Int\n
fun getModifierState(keyArg: String): Boolean\n\n companion object {\n  val
DOM_KEY_LOCATION_STANDARD:
Int\n  val DOM_KEY_LOCATION_LEFT: Int\n  val DOM_KEY_LOCATION_RIGHT: Int\n  val
DOM_KEY_LOCATION_NUMPAD: Int\n  val NONE: Short\n  val CAPTURING_PHASE: Short\n
val AT_TARGET: Short\n  val BUBBLING_PHASE: Short\n } \n}\n\n\npublic external interface
KeyboardEventInit : EventModifierInit {\n  var key: String? /* = \"\" */\n  get() = definedExternally\n
set(value) = definedExternally\n  var code: String? /* = \"\" */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var location: Int? /* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var repeat: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var isComposing: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline
fun KeyboardEventInit(key: String? = \"\", code: String? = \"\", location: Int? = 0, repeat: Boolean? = false,
isComposing: Boolean? = false, ctrlKey: Boolean? = false, shiftKey: Boolean? = false, altKey: Boolean? = false,
metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false, modifierFn:
Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false, modifierNumLock:
Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false, modifierSymbol:
Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): KeyboardEventInit {\n  val o =
js(\"({})\")\n  o[\"key\"] = key\n  o[\"code\"] = code\n  o[\"location\"] = location\n  o[\"repeat\"] = repeat\n
o[\"isComposing\"] = isComposing\n  o[\"ctrlKey\"] = ctrlKey\n  o[\"shiftKey\"] = shiftKey\n  o[\"altKey\"]
= altKey\n  o[\"metaKey\"] = metaKey\n  o[\"modifierAltGraph\"] = modifierAltGraph\n
o[\"modifierCapsLock\"] = modifierCapsLock\n  o[\"modifierFn\"] = modifierFn\n  o[\"modifierFnLock\"] =
modifierFnLock\n  o[\"modifierHyper\"] = modifierHyper\n  o[\"modifierNumLock\"] = modifierNumLock\n
o[\"modifierScrollLock\"] = modifierScrollLock\n  o[\"modifierSuper\"] = modifierSuper\n
o[\"modifierSymbol\"] = modifierSymbol\n  o[\"modifierSymbolLock\"] = modifierSymbolLock\n  o[\"view\"] =
view\n  o[\"detail\"] = detail\n  o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[CompositionEvent](https://developer.mozilla.org/en/docs/Web/API/CompositionEvent) to Kotlin\n */\n\npublic
external open class CompositionEvent(type: String, eventInitDict: CompositionEventInit = definedExternally) :
UIEvent {\n  open val data: String\n\n companion object {\n  val NONE: Short\n
val CAPTURING_PHASE: Short\n  val AT_TARGET: Short\n  val BUBBLING_PHASE: Short\n
}\n}\n\n\npublic external interface CompositionEventInit : UIEventInit {\n  var data: String? /* = \"\" */\n
get() =

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definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CompositionEventInit(data: String? =
\"\", view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): CompositionEventInit {\n    val o = js(\"({})\")\n    o[\"data\"] = data\n    o[\"view\"] = view\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] =
composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[Event](https://developer.mozilla.org/en/docs/Web/API/Event) to Kotlin\n */\npublic external open class
Event(type: String, eventInitDict: EventInit = definedExternally)
{\n    open val type: String\n    open val target: EventTarget?\n    open val currentTarget: EventTarget?\n    open val
eventPhase: Short\n    open val bubbles: Boolean\n    open val cancelable: Boolean\n    open val defaultPrevented:
Boolean\n    open val composed: Boolean\n    open val isTrusted: Boolean\n    open val timeStamp: Number\n    fun
composedPath(): Array<EventTarget>\n    fun stopPropagation()\n    fun stopImmediatePropagation()\n    fun
preventDefault()\n    fun initEvent(type: String, bubbles: Boolean, cancelable: Boolean)\n\n    companion object {\n
        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val
BUBBLING_PHASE: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[EventTarget](https://developer.mozilla.org/en/docs/Web/API/EventTarget) to Kotlin\n */\npublic external abstract
class EventTarget {\n    fun addEventListener(type: String, callback: EventListener?, options: dynamic =
definedExternally)\n    fun addEventListener(type:
String, callback: ((Event) -> Unit)?, options: dynamic = definedExternally)\n    fun removeEventListener(type:
String, callback: EventListener?, options: dynamic = definedExternally)\n    fun removeEventListener(type: String,
callback: ((Event) -> Unit)?, options: dynamic = definedExternally)\n    fun dispatchEvent(event: Event):
Boolean\n}\n\n/**\n * Exposes the JavaScript
[EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin\n */\npublic external
interface EventListener {\n    fun handleEvent(event: Event)\n}\n\n/*\n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n */\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT
EDIT!\n\n See github.com/kotlin/dukat for details\n\npackage org.w3c.dom\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.clipboard.*\nimport org.w3c.dom.css.*\nimport
org.w3c.dom.encryptedmedia.*\nimport org.w3c.dom.events.*\nimport org.w3c.dom.mediacapture.*\nimport
org.w3c.dom.mediasource.*\nimport org.w3c.dom.pointerevents.*\nimport org.w3c.dom.svg.*\nimport
org.w3c.fetch.*\nimport org.w3c.files.*\nimport org.w3c.performance.*\nimport org.w3c.workers.*\nimport
org.w3c.xhr.*\n\npublic external abstract class HTMLAllCollection {\n    open val length: Int\n    fun
item(nameOrIndex: String = definedExternally): UnionElementOrHTMLCollection?\n    fun namedItem(name:
String): UnionElementOrHTMLCollection?}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLAllCollection.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? = asDynamic()[name]\n\n/**\n *
Exposes the JavaScript
[HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection)
to Kotlin\n */\npublic external abstract class HTMLFormControlsCollection : HTMLCollection\n\n/**\n * Exposes
the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin\n */\n
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {\n    open var value:
String\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin\n */\n
public external abstract class HTMLOptionsCollection : HTMLCollection {\n    override var length: Int\n    open
var selectedIndex: Int\n    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before:

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dynamic = definedExternally)\n fun remove(index: Int)\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLOptionsCollection.set(index: Int, option:
HTMLOptionElement?) { asDynamic()[index] = option }\n\n/**\n * Exposes the JavaScript
[HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n *\npublic external
abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
ElementContentEditable, ElementCSSInlineStyle {\n open var title: String\n open var lang: String\n open var
translate: Boolean\n open var dir: String\n open val dataset: DOMStringMap\n open var hidden: Boolean\n
open var tabIndex: Int\n open var accessKey: String\n open val accessKeyLabel: String\n open var draggable:
Boolean\n open val dropzone: DOMTokenList\n open var contextMenu: HTMLMenuElement?\n open var
spellcheck: Boolean\n open var innerText: String\n open val offsetParent: Element?\n open val offsetTop: Int\n
open val offsetLeft: Int\n open val offsetWidth: Int\n open val offsetHeight: Int\n fun click()\n fun focus()\n
fun blur()\n
fun forceSpellCheck()\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin\n
*\npublic external abstract class HTMLUnknownElement
: HTMLElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE:
Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin\n *\npublic external
abstract class DOMStringMap\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMStringMap.get(name:
String): String? = asDynamic()[name]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun DOMStringMap.set(name:
String, value: String) { asDynamic()[name] = value }\n\n/**\n * Exposes the JavaScript
[HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin\n *\npublic
external abstract class HTMLHtmlElement : HTMLElement {\n open var version: String\n\n companion object
{\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n

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    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to
Kotlin\n */\npublic external abstract class HTMLHeadElement : HTMLElement {\n    companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE:
Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to
Kotlin\n */\npublic external abstract class HTMLTitleElement : HTMLElement {\n    open var text: String\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE:
Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to
Kotlin\n */\npublic external abstract class HTMLBaseElement : HTMLElement {\n    open var href: String\n    open
var target: String\n\n    companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE:
Short\n    val NOTATION_NODE:
Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to
Kotlin\n */\npublic external abstract class HTMLLinkElement : HTMLElement, LinkStyle {\n    open var href:
String\n    open var crossOrigin: String?\n    open var rel: String\n    open var `as`: RequestDestination\n    open val
relList: DOMTokenList\n    open var media: String\n    open var nonce: String\n    open var hreflang: String\n
open var type: String\n    open val sizes: DOMTokenList\n    open var referrerPolicy: String\n    open var charset:
String\n    open var rev: String\n    open var target:
String\n    open var scope: String\n    open var workerType: WorkerType\n\n    companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val

```

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DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin\n *\npublic
external
abstract class HTMLMetaElement : HTMLElement {\n    open var name: String\n    open var httpEquiv: String\n
open var content: String\n    open var scheme: String\n\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }\n}\n\n/**\n * Exposes the JavaScript
[HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement)
to Kotlin\n *\npublic external abstract class HTMLStyleElement : HTMLElement, LinkStyle {\n    open var media:
String\n    open var nonce: String\n    open var type: String\n\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLBodyElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBodyElement) to Kotlin\n *\npublic
external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {\n    open var text: String\n
open var link: String\n    open var vLink: String\n    open var aLink: String\n    open var bgColor: String\n
open
var background: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING:
Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin\n
*\npublic external abstract class HTMLHeadingElement : HTMLElement {\n    open var align: String\n

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companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/** Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin
 *
 * public external abstract class HTMLParagraphElement : HTMLElement {
 *     open var align: String
 * }
 */
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/** Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin
 *
 * public external abstract class HTMLHRElement : HTMLElement {
 *     open var align: String
 *     open var color: String
 *     open var noShade: Boolean
 *     open var size: String
 *     open var width: String
 * }
 */
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/** Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin
 *
 * public external abstract class HTMLPreElement : HTMLElement {
 *     open var width: Int
 * }
 */
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/** Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 *
 * public external abstract class HTMLQuoteElement : HTMLElement {
 *     open var cite: String
 * }
 */
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

```

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COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE:
Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLOListElement) to
Kotlin\n */\npublic external abstract class HTMLLOListElement : HTMLMLElement {\n    open var reversed: Boolean\n
    open var start: Int\n    open var type: String\n    open var compact: Boolean\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n
        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLLListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLListElement) to Kotlin\n */\npublic
external abstract class HTMLLListElement : HTMLMLElement {\n    open var compact: Boolean\n    open var type:
String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n
        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val
DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val
NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin\n
*/\npublic external abstract class HTMLLIElement : HTMLMLElement {\n    open var value: Int\n    open var type:
String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE:
Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val
DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val
NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLDListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to
Kotlin\n */\npublic external abstract class HTMLDListElement : HTMLMLElement {\n    open var compact:
Boolean\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n
        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val

```

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLDivElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin \n * \n public
external abstract class HTMLDivElement : HTMLElement { \n    open var align: String \n \n    companion object { \n
    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n
    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLAnchorElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin \n
* \n public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils { \n    open
var target: String \n    open var download: String \n    open var ping: String \n    open var rel: String \n    open val
relList: DOMTokenList \n    open var hreflang: String \n    open var type: String \n    open var text: String \n
    open var referrerPolicy: String \n    open var coords: String \n    open var charset: String \n    open var name:
String \n    open var rev: String \n    open var shape: String \n \n    companion object { \n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        } \n} \n \n /** \n * Exposes the JavaScript
[HTMLDataElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin \n * \n public
external abstract class HTMLDataElement : HTMLElement { \n    open var value: String \n \n    companion object { \n
    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin \n * \n public
external abstract class HTMLTimeElement : HTMLElement { \n    open var dateTime: String \n \n    companion
object { \n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE:
Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val

```

DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n/n/**\n * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin\n */\npublic external abstract class HTMLSpanElement : HTMLInputElement {\n companion object {\n val

ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n/n/**\n * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin\n */\npublic external abstract class HTMLBRElement : HTMLInputElement {\n open var clear: String\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n/n/**\n * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin\n */\npublic external interface HTMLHyperlinkElementUtils {\n var href: String\n val origin: String\n var protocol: String\n var username: String\n var password: String\n var host: String\n var hostname: String\n var port: String\n var pathname: String\n var search: String\n var hash: String}\n/n/**\n * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin\n */\npublic external abstract class HTMLModElement : HTMLInputElement {\n open var cite: String\n open var dateTime: String\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val

DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n/n/**\n * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin\n */\npublic external abstract class HTMLPictureElement : HTMLInputElement {\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val

DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin\n
*/\npublic external abstract class HTMLSourceElement : HTMLElement {\n open var src: String\n open var
type: String\n open var srcset: String\n open var sizes: String\n open var media: String\n\n companion object
{\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin\n
*/\npublic external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement,
TexImageSource {\n open var alt: String\n open var src: String\n open var srcset: String\n open var sizes:
String\n open var crossOrigin: String?\n open var useMap: String\n open var
isMap: Boolean\n open var width: Int\n open var height: Int\n open val naturalWidth: Int\n open val
naturalHeight: Int\n open val complete: Boolean\n open val currentSrc: String\n open var referrerPolicy:
String\n open var name: String\n open var lowsrc: String\n open var align: String\n open var hspace: Int\n
open var vspace: Int\n open var longDesc: String\n open var border: String\n open val x: Int\n open val y:
Int\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val
TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE:
Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes
the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to
Kotlin\n */\npublic external abstract class HTMLIFrameElement : HTMLElement {\n open var src: String\n
open var srcdoc: String\n open var name: String\n open val sandbox: DOMTokenList\n open var
allowFullscreen: Boolean\n open var allowUserMedia: Boolean\n open var width: String\n open var height:
String\n open var referrerPolicy: String\n open val contentDocument: Document?\n open val contentWindow:
Window?\n open var align: String\n open var scrolling: String\n open var frameBorder: String\n open var
longDesc: String\n open var marginHeight: String\n open var
marginWidth: String\n fun getSVGDocument(): Document?\n\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val

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DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin \n
*/ \n public external abstract
class HTMLEmbedElement : HTMLInputElement { \n    open var src: String \n    open var type: String \n    open var
width: String \n    open var height: String \n    open var align: String \n    open var name: String \n    fun
getSVGDocument(): Document? \n \n    companion object { \n        val ELEMENT_NODE: Short \n        val
ATTRIBUTE_NODE: Short \n        val TEXT_NODE: Short \n        val CDATA_SECTION_NODE: Short \n        val
ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE: Short \n        val
PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC:
Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin \n
*/ \n public external abstract class HTMLObjectElement : HTMLInputElement { \n    open var data: String \n    open var
type: String \n    open var typeMustMatch: Boolean \n    open var name: String \n    open var useMap: String \n    open
val form: HTMLFormElement? \n    open var width: String \n    open var height: String \n    open val
contentDocument: Document? \n    open val contentWindow: Window? \n    open val willValidate: Boolean \n    open
val validity: ValidityState \n    open val validationMessage: String \n    open var align: String \n    open var archive:
String \n    open var code: String \n    open var declare: Boolean \n    open var hspace: Int \n    open var standby:
String \n    open var vspace: Int \n    open var codeBase: String \n    open var codeType: String \n    open var border:
String \n    fun getSVGDocument(): Document? \n    fun checkValidity():
Boolean \n    fun reportValidity(): Boolean \n    fun setCustomValidity(error: String) \n \n    companion object { \n
        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE: Short \n        val TEXT_NODE: Short \n        val
CDATA_SECTION_NODE: Short \n        val ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE:
Short \n        val PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n
        val DOCUMENT_POSITION_CONTAINED_BY: Short \n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n    } \n} \n \n /** \n * Exposes the JavaScript
[HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to
Kotlin \n */ \n public external abstract class HTMLParamElement : HTMLInputElement { \n    open var name: String \n
open var value: String \n    open var type: String \n    open var valueType: String \n \n    companion object { \n
        val ELEMENT_NODE: Short \n        val ATTRIBUTE_NODE: Short \n        val TEXT_NODE: Short \n        val
CDATA_SECTION_NODE: Short \n        val ENTITY_REFERENCE_NODE: Short \n        val ENTITY_NODE:
Short \n        val PROCESSING_INSTRUCTION_NODE: Short \n        val COMMENT_NODE: Short \n        val
DOCUMENT_NODE: Short \n        val DOCUMENT_TYPE_NODE: Short \n        val
DOCUMENT_FRAGMENT_NODE: Short \n        val NOTATION_NODE: Short \n        val
DOCUMENT_POSITION_DISCONNECTED: Short \n        val DOCUMENT_POSITION_PRECEDING: Short \n
        val DOCUMENT_POSITION_FOLLOWING: Short \n        val DOCUMENT_POSITION_CONTAINS: Short \n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to
Kotlin\n */\npublic external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource,
TexImageSource {\n    open var width: Int\n    open var height: Int\n    open val videoWidth: Int\n    open val
videoHeight: Int\n    open var poster: String\n    open var playsInline: Boolean\n\n    companion object {\n        val
NETWORK_EMPTY: Short\n        val NETWORK_IDLE: Short\n        val NETWORK_LOADING: Short\n
val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n        val HAVE_METADATA:
Short\n        val HAVE_CURRENT_DATA: Short\n        val HAVE_FUTURE_DATA: Short\n        val
HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n
        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE:
Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin\n
*/\npublic external abstract class HTMLAudioElement : HTMLMediaElement {\n    companion object {\n        val
NETWORK_EMPTY: Short\n        val NETWORK_IDLE: Short\n        val NETWORK_LOADING: Short\n
val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n        val HAVE_METADATA:
Short\n        val HAVE_CURRENT_DATA: Short\n        val HAVE_FUTURE_DATA: Short\n
        val HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin\n
*/\npublic external abstract class HTMLTrackElement : HTMLMediaElement {\n    open var kind: String\n    open var src: String\n    open var srclang: String\n    open var label: String\n    open var
default: Boolean\n    open val readyState: Short\n    open val track: TextTrack\n    companion object {\n        val
NONE: Short\n        val LOADING: Short\n        val LOADED: Short\n        val ERROR: Short\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to

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Kotlin\n */\npublic external abstract class HTMLMediaElement : HTMLInputElement {\n    open val error:
MediaError?\n    open var src: String\n    open var srcObject: MediaProvider?\n    open val currentSrc: String\n
open val crossOrigin: String?\n    open val networkState: Short\n    open val preload: String\n    open val buffered:
TimeRanges\n    open val readyState: Short\n    open val seeking: Boolean\n    open var currentTime: Double\n
open val duration: Double\n    open val paused: Boolean\n    open var defaultPlaybackRate: Double\n    open var
playbackRate: Double\n    open val played: TimeRanges\n    open val seekable: TimeRanges\n    open val ended:
Boolean\n    open var autoplay: Boolean\n    open var loop: Boolean\n    open var controls: Boolean\n    open var
volume:
Double\n    open var muted: Boolean\n    open var defaultMuted: Boolean\n    open val audioTracks:
AudioTrackList\n    open val videoTracks: VideoTrackList\n    open val textTracks: TextTrackList\n    open val
mediaKeys: MediaKeys?\n    open var onencrypted: ((Event) -> dynamic)?\n    open var onwaitingforkey: ((Event) -
> dynamic)?\n    fun load()\n    fun canPlayType(type: String): CanPlayTypeResult\n    fun fastSeek(time: Double)\n
    fun getStartDate(): dynamic\n    fun play(): Promise<Unit>\n    fun pause()\n    fun addTextTrack(kind:
TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack\n    fun
setMediaKeys(mediaKeys: MediaKeys?): Promise<Unit>\n\n    companion object {\n        val
NETWORK_EMPTY: Short\n        val NETWORK_IDLE: Short\n        val NETWORK_LOADING: Short\n
val NETWORK_NO_SOURCE: Short\n        val HAVE_NOTHING: Short\n        val HAVE_METADATA:
Short\n        val HAVE_CURRENT_DATA: Short\n        val HAVE_FUTURE_DATA:
Short\n        val HAVE_ENOUGH_DATA: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin\n */\n\npublic external abstract
class MediaError {\n    open val code: Short\n\n    companion object {\n        val MEDIA_ERR_ABORTED: Short\n        val MEDIA_ERR_NETWORK: Short\n
val MEDIA_ERR_DECODE: Short\n        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short\n    }\n}\n\n/**\n *
Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to
Kotlin\n */\n\npublic external abstract class AudioTrackList : EventTarget {\n    open val length: Int\n    open var
onchange: ((Event) -> dynamic)?\n    open var onaddtrack: ((TrackEvent) -> dynamic)?\n    open var
onremovetrack: ((TrackEvent) -> dynamic)?\n    fun getTrackById(id: String):
AudioTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\n\npublic inline operator fun AudioTrackList.get(index:
Int): AudioTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[AudioTrack](https://developer.mozilla.org/en/docs/Web/API/AudioTrack) to Kotlin\n */\n\npublic external abstract
class AudioTrack : UnionAudioTrackOrTextTrackOrVideoTrack
{\n    open val id: String\n    open val kind: String\n    open val label: String\n    open val language: String\n    open
var enabled: Boolean\n    open val sourceBuffer: SourceBuffer?\n}\n\n/**\n * Exposes the JavaScript
[VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin\n */\n\npublic external
abstract class VideoTrackList : EventTarget {\n    open val length: Int\n    open val selectedIndex: Int\n    open var
onchange: ((Event) -> dynamic)?\n    open var onaddtrack: ((TrackEvent) -> dynamic)?\n    open var
onremovetrack: ((TrackEvent) -> dynamic)?\n    fun getTrackById(id: String):
VideoTrack?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

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\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline operator fun VideoTrackList.get(index:
Int): VideoTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin\n *\npublic external abstract
class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack
{\n open val id: String\n open val kind: String\n open val label: String\n open val language: String\n open
var selected: Boolean\n open val sourceBuffer: SourceBuffer?\n}\n\npublic external abstract class TextTrackList :
EventTarget {\n open val length: Int\n open var onchange: ((Event) -> dynamic)?\n open var onaddtrack:
((TrackEvent) -> dynamic)?\n open var onremovetrack: ((TrackEvent) -> dynamic)?\n fun getTrackById(id:
String): TextTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackList.get(index: Int):
TextTrack? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrack](https://developer.mozilla.org/en/docs/Web/API/TextTrack) to Kotlin\n *\npublic external abstract
class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {\n open val kind: TextTrackKind\n
open val label: String\n open val language:
String\n open val id: String\n open val inBandMetadataTrackDispatchType: String\n open var mode:
TextTrackMode\n open val cues: TextTrackCueList?\n open val activeCues: TextTrackCueList?\n open var
oncuechange: ((Event) -> dynamic)?\n open val sourceBuffer: SourceBuffer?\n fun addCue(cue:
TextTrackCue)\n fun removeCue(cue: TextTrackCue)\n}\n\npublic external abstract class TextTrackCueList {\n
open val length: Int\n fun getCueById(id: String):
TextTrackCue?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun TextTrackCueList.get(index:
Int): TextTrackCue? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[TextTrackCue](https://developer.mozilla.org/en/docs/Web/API/TextTrackCue) to Kotlin\n *\npublic external
abstract class TextTrackCue : EventTarget {\n open val track: TextTrack?\n open var id: String\n open var
startTime: Double\n open var endTime: Double\n open
var pauseOnExit: Boolean\n open var onenter: ((Event) -> dynamic)?\n open var onexit: ((Event) ->
dynamic)?\n}\n\n/**\n * Exposes the JavaScript
[TimeRanges](https://developer.mozilla.org/en/docs/Web/API/TimeRanges) to Kotlin\n *\npublic external abstract
class TimeRanges {\n open val length: Int\n fun start(index: Int): Double\n fun end(index: Int):
Double}\n\n/**\n * Exposes the JavaScript
[TrackEvent](https://developer.mozilla.org/en/docs/Web/API/TrackEvent) to Kotlin\n *\npublic external open class
TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {\n open val track:
UnionAudioTrackOrTextTrackOrVideoTrack?\n\n companion object {\n val NONE: Short\n val
CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface TrackEventInit : EventInit {\n var track:
UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */\n get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun TrackEventInit(track:
UnionAudioTrackOrTextTrackOrVideoTrack? = null, bubbles: Boolean? = false, cancelable: Boolean? = false,
composed: Boolean? = false): TrackEventInit {\n val o = js("{}")\n o["track"] = track\n o["bubbles"] =
bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return o\n}\n\n/**\n * Exposes the
JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin\n *\npublic external abstract class HTMLElement : HTMLElement {\n open var name: String\n open val
areas: HTMLCollection\n\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE:

```



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DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin\n
*\npublic external abstract class HTMLTableColElement : HTMLElement {\n    open var span: Int\n    open var
align: String\n    open var ch: String\n    open var chOff:
String\n    open var vAlign: String\n    open var width: String\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes the JavaScript
[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to
Kotlin\n *\npublic
external abstract class HTMLTableSectionElement : HTMLElement {\n    open val rows: HTMLCollection\n
open var align: String\n    open var ch: String\n    open var chOff: String\n    open var vAlign: String\n
fun
insertRow(index: Int = definedExternally): HTMLTableSectionElement\n    fun deleteRow(index: Int)\n\n
companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes
the JavaScript
[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin\n
*\npublic external abstract class HTMLTableRowElement : HTMLElement {\n    open val rowIndex: Int\n    open
val sectionRowIndex: Int\n    open val cells: HTMLCollection\n    open var align: String\n    open var ch: String\n
open var chOff: String\n    open var vAlign: String\n    open var bgColor: String\n    fun insertCell(index: Int =
definedExternally): HTMLTableSectionElement\n    fun deleteCell(index: Int)\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val
DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val
NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }n}\n\n/**\n * Exposes
the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement)

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to Kotlin\n */\npublic external abstract class HTMLTableCellElement : HTMLElement {\n  open var colSpan:
Int\n  open var rowSpan: Int\n  open var headers: String\n  open val cellIndex: Int\n  open var scope: String\n
open var abbr: String\n  open var align: String\n  open var axis: String\n  open var height: String\n  open var
width: String\n  open var ch: String\n  open var chOff: String\n  open var noWrap: Boolean\n  open
var vAlign: String\n  open var bgColor: String\n\n  companion object {\n    val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin\n */\npublic
external abstract class HTMLFormElement
: HTMLElement {\n  open var acceptCharset: String\n  open var action: String\n  open var autocomplete:
String\n  open var enctype: String\n  open var encoding: String\n  open var method: String\n  open var name:
String\n  open var noValidate: Boolean\n  open var target: String\n  open val elements:
HTMLFormControlsCollection\n  open val length: Int\n  fun submit()\n  fun reset()\n  fun checkValidity():
Boolean\n  fun reportValidity(): Boolean\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED:
Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n    val
DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(index: Int): Element? =
asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]\n\n/**\n * Exposes
the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to
Kotlin\n */\npublic external abstract class HTMLLabelElement : HTMLElement {\n  open val form:
HTMLFormElement?\n  open var htmlFor: String\n  open val control: HTMLElement?\n\n  companion object
{\n    val ELEMENT_NODE:
Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}
/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public external abstract class HTMLElement : HTMLCollection {
    open var accept: String
    open var alt: String
    open
    var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open val files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open val list: HTMLListElement?
    open var max: String
    open var maxLength: Int
    open var min: String
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var src: String
    open var step: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    open var selectionDirection: String?
    open var align: String
    open var useMap: String
    fun stepUp(n: Int = definedExternally)
    fun stepDown(n: Int = definedExternally)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
    fun setRangeText(replacement: String)
    fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
    fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short }
}
/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short

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Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLOptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin\n
*/\n\npublic external abstract class HTMLOptionElement : HTMLInputElement,
UnionHTMLOptGroupElementOrHTMLOptionElement
{\n    open var disabled: Boolean\n    open val form: HTMLFormElement?\n    open var label: String\n    open var
defaultSelected: Boolean\n    open var selected: Boolean\n    open var value: String\n    open var text: String\n
open val index: Int\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to
Kotlin\n */\n\npublic external abstract class HTMLTextAreaElement : HTMLInputElement {\n    open var autocomplete:
String\n    open var autofocus: Boolean\n    open var cols: Int\n    open var dirName: String\n    open var disabled:
Boolean\n    open val form: HTMLFormElement?\n    open var inputMode: String\n    open var maxLength: Int\n
open var minLength: Int\n    open var name: String\n    open var placeholder: String\n    open var readOnly:
Boolean\n    open var required: Boolean\n    open var rows: Int\n    open var wrap: String\n    open val type: String\n
open var defaultValue: String\n    open var value: String\n    open val textLength: Int\n    open val willValidate:
Boolean\n    open val validity: ValidityState\n    open val validationMessage: String\n    open val labels: NodeList\n
open var selectionStart: Int?\n    open var selectionEnd: Int?\n    open var selectionDirection: String?\n    fun
checkValidity(): Boolean\n    fun reportValidity(): Boolean\n    fun setCustomValidity(error: String)\n    fun
select()\n    fun setRangeText(replacement: String)\n    fun setRangeText(replacement: String, start: Int, end: Int,
selectionMode: SelectionMode = definedExternally)\n    fun setSelectionRange(start: Int, end: Int, direction: String
= definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n
        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING:
Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin\n
*/\n\npublic external abstract class HTMLKeygenElement : HTMLInputElement {\n    open var autofocus: Boolean\n

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ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n
    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n    val
NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to
Kotlin\n */\npublic external abstract class HTMLFieldSetElement : HTMLElement {\n    open var disabled:
Boolean\n    open val form: HTMLFormElement?\n    open var name: String\n    open val type: String\n    open val
elements: HTMLCollection\n    open val willValidate: Boolean\n    open val validity: ValidityState\n    open val
validationMessage: String\n    fun checkValidity(): Boolean\n    fun reportValidity(): Boolean\n    fun
setCustomValidity(error:
String)\n}\n\n companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin\n
*/\npublic external abstract class HTMLLegendElement
: HTMLElement {\n    open val form: HTMLFormElement?\n    open var align: String\n}\n\n companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin\n */\npublic
external abstract class ValidityState {\n    open val valueMissing: Boolean\n    open val typeMismatch: Boolean\n
open val patternMismatch: Boolean\n    open val tooLong: Boolean\n    open val tooShort: Boolean\n    open val
rangeUnderflow: Boolean\n    open val rangeOverflow: Boolean\n    open val stepMismatch: Boolean\n    open val
badInput: Boolean\n    open val customError: Boolean\n    open val valid: Boolean\n}\n}\n\n/**\n * Exposes the
JavaScript [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to
Kotlin\n */\npublic external abstract class HTMLDetailsElement : HTMLElement {\n    open var open: Boolean\n}\n\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE:
Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val

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DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
abstract class HTMLMenuElement : HTMLElement {\n    open var type: String\n    open var label: String\n    open
var compact: Boolean\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE:
Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
abstract class HTMLMenuItemElement : HTMLElement {\n    open var type: String\n    open var label: String\n
open var icon: String\n    open var disabled: Boolean\n    open var checked: Boolean\n    open var radiogroup:
String\n    open var default: Boolean\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE:
Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {\n    open val
relatedTarget: EventTarget?\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE:
Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface
RelatedEventInit : EventInit {\n    var relatedTarget: EventTarget? /* = null */\n        get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\n\npublic
inline fun RelatedEventInit(relatedTarget: EventTarget? = null, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): RelatedEventInit {\n    val o = js("{}")\n    o["relatedTarget"] =
relatedTarget\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript
[HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin\n
*/\n\npublic external abstract class HTMLDialogElement : HTMLElement {\n    open var open: Boolean\n    open var
returnValue: String\n    fun show(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun
showModal(anchor: UnionElementOrMouseEvent = definedExternally)\n    fun close(returnValue: String =
definedExternally)\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin\n *\npublic
external abstract class HTMLScriptElement : HTMLInputElement, HTMLOrSVGScriptElement {\n    open var src:
String\n    open var type: String\n    open var charset: String\n    open var async: Boolean\n    open var defer:
Boolean\n    open var crossOrigin: String?\n    open var text: String\n    open var nonce: String\n    open var event:
String\n    open var htmlFor: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement)
to Kotlin\n *\npublic external abstract class HTMLTemplateElement : HTMLInputElement {\n    open val content:
DocumentFragment\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin\n *\npublic
external abstract class HTMLSlotElement : HTMLInputElement {\n    open var name: String\n    fun
assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>\n\n    companion object {\n
        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
AssignedNodesOptions {\n    var flatten: Boolean? /* = false */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AssignedNodesOptions(flatten:
Boolean? = false): AssignedNodesOptions {\n    val o = js(\"({})\")\n    o[\"flatten\"] = flatten\n    return
o\n}\n\n/**\n * Exposes the JavaScript
[HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin\n
*\npublic external abstract class HTMLCanvasElement : HTMLInputElement, CanvasImageSource, TexImageSource
{\n    open var width: Int\n    open var height: Int\n    fun getContext(contextId: String, vararg arguments: Any?):

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RenderingContext? \n fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally):
String \n fun toBlob(_callback: (Blob?) -> Unit,
type: String = definedExternally, quality: Any? = definedExternally) \n \n companion object { \n val
ELEMENT_NODE: Short \n val ATTRIBUTE_NODE: Short \n val TEXT_NODE: Short \n val
CDATA_SECTION_NODE: Short \n val ENTITY_REFERENCE_NODE: Short \n val ENTITY_NODE:
Short \n val PROCESSING_INSTRUCTION_NODE: Short \n val COMMENT_NODE: Short \n val
DOCUMENT_NODE: Short \n val DOCUMENT_TYPE_NODE: Short \n val
DOCUMENT_FRAGMENT_NODE: Short \n val NOTATION_NODE: Short \n val
DOCUMENT_POSITION_DISCONNECTED: Short \n val DOCUMENT_POSITION_PRECEDING: Short \n
val DOCUMENT_POSITION_FOLLOWING: Short \n val DOCUMENT_POSITION_CONTAINS: Short \n
val DOCUMENT_POSITION_CONTAINED_BY: Short \n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short \n } \n} \n \n public external interface
CanvasRenderingContext2DSettings { \n var alpha: Boolean? /* = true */ \n get() = definedExternally \n
set(value) = definedExternally \n} \n \n @Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline fun
CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings { \n val o =
js("{}") \n o["alpha"] = alpha \n return o \n} \n \n /** \n * Exposes the JavaScript
[CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to
Kotlin \n * \n public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform,
CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters,
CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion,
CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext { \n
open val canvas: HTMLCanvasElement \n} \n \n public external interface CanvasState { \n fun save() \n fun
restore() \n} \n \n public external interface CanvasTransform
{ \n fun scale(x: Double, y: Double) \n fun rotate(angle: Double) \n fun translate(x: Double, y: Double) \n fun
transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double) \n fun getTransform(): DOMMatrix \n
fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double) \n fun
setTransform(transform: dynamic = definedExternally) \n fun resetTransform() \n} \n \n public external interface
CanvasCompositing { \n var globalAlpha: Double \n var globalCompositeOperation: String \n} \n \n public external
interface CanvasImageSmoothing { \n var imageSmoothingEnabled: Boolean \n var imageSmoothingQuality:
ImageSmoothingQuality \n} \n \n public external interface CanvasFillStrokeStyles { \n var strokeStyle: dynamic \n
get() = definedExternally \n set(value) = definedExternally \n var fillStyle: dynamic \n get() =
definedExternally \n set(value) = definedExternally \n fun createLinearGradient(x0: Double, y0: Double,
x1: Double, y1: Double): CanvasGradient \n fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1:
Double, y1: Double, r1: Double): CanvasGradient \n fun createPattern(image: CanvasImageSource, repetition:
String): CanvasPattern? \n} \n \n public external interface CanvasShadowStyles { \n var shadowOffsetX: Double \n
var shadowOffsetY: Double \n var shadowBlur: Double \n var shadowColor: String \n} \n \n public external
interface CanvasFilters { \n var filter: String \n} \n \n public external interface CanvasRect { \n fun clearRect(x:
Double, y: Double, w: Double, h: Double) \n fun fillRect(x: Double, y: Double, w: Double, h: Double) \n fun
strokeRect(x: Double, y: Double, w: Double, h: Double) \n} \n \n public external interface CanvasDrawPath { \n fun
beginPath() \n fun fill(fillRule: CanvasFillRule = definedExternally) \n fun fill(path: Path2D, fillRule:
CanvasFillRule = definedExternally) \n fun stroke() \n fun stroke(path: Path2D) \n fun clip(fillRule:
CanvasFillRule
= definedExternally) \n fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally) \n fun resetClip() \n
fun isPointInPath(x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean \n fun
isPointInPath(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally): Boolean \n fun
isPointInStroke(x: Double, y: Double): Boolean \n fun isPointInStroke(path: Path2D, x: Double, y: Double):
Boolean \n} \n \n public external interface CanvasUserInterface { \n fun drawFocusIfNeeded(element: Element) \n

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fun drawFocusIfNeeded(path: Path2D, element: Element)\n fun scrollPathIntoView()\n fun
scrollPathIntoView(path: Path2D)\n}\n\npublic external interface CanvasText {\n fun fillText(text: String, x:
Double, y: Double, maxWidth: Double = definedExternally)\n fun strokeText(text: String, x: Double, y: Double,
maxWidth: Double = definedExternally)\n fun measureText(text: String): TextMetrics\n}\n\npublic external
interface CanvasDrawImage {\n fun drawImage(image: CanvasImageSource, dx: Double, dy: Double)\n fun
drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)\n fun
drawImage(image: CanvasImageSource, sx: Double, sy: Double, sw: Double, sh: Double, dx: Double, dy: Double,
dw: Double, dh: Double)\n}\n\npublic external interface CanvasHitRegion {\n fun addHitRegion(options:
HitRegionOptions = definedExternally)\n fun removeHitRegion(id: String)\n fun clearHitRegions()\n}\n\npublic
external interface CanvasImageData {\n fun createImageData(sw: Double, sh: Double): ImageData\n fun
createImageData(imagedata: ImageData): ImageData\n fun getImageData(sx: Double, sy: Double, sw: Double, sh:
Double): ImageData\n fun putImageData(imagedata: ImageData, dx: Double, dy: Double)\n fun
putImageData(imagedata: ImageData, dx: Double, dy: Double, dirtyX: Double, dirtyY: Double, dirtyWidth: Double,
dirtyHeight: Double)\n}\n\npublic external interface
CanvasPathDrawingStyles {\n var lineWidth: Double\n var lineCap: CanvasLineCap\n var lineJoin:
CanvasLineJoin\n var miterLimit: Double\n var lineDashOffset: Double\n fun setLineDash(segments:
Array<Double>)\n fun getLineDash(): Array<Double>\n}\n\npublic external interface CanvasTextDrawingStyles
{\n var font: String\n var textAlign: CanvasTextAlign\n var textBaseline: CanvasTextBaseline\n var
direction: CanvasDirection\n}\n\npublic external interface CanvasPath {\n fun closePath()\n fun moveTo(x:
Double, y: Double)\n fun lineTo(x: Double, y: Double)\n fun quadraticCurveTo(cpx: Double, cpy: Double, x:
Double, y: Double)\n fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y:
Double)\n fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)\n fun arcTo(x1: Double,
y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)\n fun rect(x: Double, y:
Double, w: Double, h: Double)\n fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle:
Double, anticlockwise: Boolean = definedExternally)\n fun ellipse(x: Double, y: Double, radiusX: Double,
radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean =
definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin\n */\n\npublic external
abstract class CanvasGradient {\n fun addColorStop(offset: Double, color: String)\n}\n\n/**\n * Exposes the
JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin\n */\n\npublic
external abstract class CanvasPattern {\n fun setTransform(transform: dynamic = definedExternally)\n}\n\n/**\n *
Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin\n */\n\npublic external abstract class TextMetrics {\n open val width:
Double\n open val actualBoundingBoxLeft: Double\n open val actualBoundingBoxRight: Double\n open val
fontBoundingBoxAscent: Double\n open val fontBoundingBoxDescent: Double\n open val
actualBoundingBoxAscent: Double\n open val actualBoundingBoxDescent: Double\n open val
emHeightAscent: Double\n open val emHeightDescent: Double\n open val hangingBaseline: Double\n open
val alphabeticBaseline: Double\n open val ideographicBaseline: Double\n}\n\npublic external interface
HitRegionOptions {\n var path: Path2D? /* = null */\n get() = definedExternally\n set(value) =
definedExternally\n var fillRule: CanvasFillRule? /* = CanvasFillRule.NONZERO */\n get() =
definedExternally\n set(value) = definedExternally\n var id: String? /* = \"\" */\n get() =
definedExternally\n set(value) = definedExternally\n var parentId: String? /* = null */\n get() =
definedExternally\n set(value) = definedExternally\n
var cursor: String? /* = \"inherit\" */\n get() = definedExternally\n set(value) = definedExternally\n var
control: Element? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var label:
String? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n var role: String? /* =
null */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

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\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun HitRegionOptions(path: Path2D? =
null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = "", parentID: String? = null, cursor:
String? = "inherit", control: Element? = null, label: String? = null, role: String? = null): HitRegionOptions { \n val
o = js("{}")\n o["path"] = path\n o["fillRule"] = fillRule\n o["id"] = id\n o["parentID"] = parentID\n
o["cursor"] = cursor\n o["control"]
= control\n o["label"] = label\n o["role"] = role\n return o}\n\n/**\n * Exposes the JavaScript
[ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin\n *\npublic external open class
ImageData : ImageBitmapSource, TexImageSource { \n constructor(sw: Int, sh: Int)\n constructor(data:
Uint8ClampedArray, sw: Int, sh: Int = definedExternally)\n open val width: Int\n open val height: Int\n open
val data: Uint8ClampedArray\n}\n\n/**\n * Exposes the JavaScript
[Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin\n *\npublic external open class
Path2D() : CanvasPath { \n constructor(path: Path2D)\n constructor(paths: Array<Path2D>, fillRule:
CanvasFillRule = definedExternally)\n constructor(d: String)\n fun addPath(path: Path2D, transform: dynamic =
definedExternally)\n override fun closePath()\n override fun moveTo(x: Double, y: Double)\n override fun
lineTo(x: Double, y: Double)\n override
fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)\n override fun bezierCurveTo(cp1x:
Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)\n override fun arcTo(x1: Double, y1:
Double, x2: Double, y2: Double, radius: Double)\n override fun arcTo(x1: Double, y1: Double, x2: Double, y2:
Double, radiusX: Double, radiusY: Double, rotation: Double)\n override fun rect(x: Double, y: Double, w: Double,
h: Double)\n override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double,
anticlockwise: Boolean /* = definedExternally */) \n override fun ellipse(x: Double, y: Double, radiusX: Double,
radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* =
definedExternally */) \n}\n\n/**\n * Exposes the JavaScript
[ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext)
to Kotlin\n *\npublic external abstract class ImageBitmapRenderingContext
{ \n open val canvas: HTMLCanvasElement\n fun transferFromImageBitmap(bitmap:
ImageBitmap?) \n}\n\npublic external interface ImageBitmapRenderingContextSettings { \n var alpha: Boolean? /*
= true */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
ImageBitmapRenderingContextSettings(alpha: Boolean? = true): ImageBitmapRenderingContextSettings { \n val o
= js("{}")\n o["alpha"] = alpha\n return o}\n\n/**\n * Exposes the JavaScript
[CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin\n
*\npublic external abstract class CustomElementRegistry { \n fun define(name: String, constructor: () -> dynamic,
options: ElementDefinitionOptions = definedExternally)\n fun get(name: String): Any?\n fun
whenDefined(name: String): Promise<Unit>\n}\n\npublic external interface
ElementDefinitionOptions { \n var extends: String?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ElementDefinitionOptions(extends:
String? = undefined): ElementDefinitionOptions { \n val o = js("{}")\n o["extends"] = extends\n return
o}\n\npublic external interface ElementContentEditable { \n var contentEditable: String\n val
isContentEditable: Boolean\n}\n\n/**\n * Exposes the JavaScript
[DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin\n *\npublic external
abstract class DataTransfer { \n open var dropEffect: String\n open var effectAllowed: String\n open val items:
DataTransferItemList\n open val types: Array<out String>\n open val files: FileList\n fun
setDragImage(image: Element, x: Int, y: Int)\n fun getData(format: String): String\n fun setData(format: String,
data: String)\n fun clearData(format: String = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[DataTransferItemList](https://developer.mozilla.org/en/docs/Web/API/DataTransferItemList) to Kotlin\n *\npublic

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external abstract class DataTransferItemList {\n  open val length: Int\n  fun add(data: String, type: String):
DataTransferItem?\n  fun add(data: File): DataTransferItem?\n  fun remove(index: Int)\n  fun
clear()\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun
DataTransferItemList.get(index: Int): DataTransferItem? = asDynamic()[index]\n\n/**\n * Exposes the JavaScript
[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin\n */\npublic
external abstract class DataTransferItem {\n  open val kind: String\n  open val type: String\n  fun
getAsString(_callback: ((String) -> Unit)?)\n  fun getAsFile(): File?\n}\n\n/**\n * Exposes the JavaScript
[DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent)
to Kotlin\n */\npublic external open class DragEvent(type: String, eventInitDict: DragEventInit =
definedExternally) : MouseEvent {\n  open val dataTransfer: DataTransfer?\n\n  companion object {\n    val
NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n}\n\npublic external interface DragEventInit : MouseEventInit {\n  var
dataTransfer: DataTransfer? /* = null */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun DragEventInit(dataTransfer:
DataTransfer? = null, screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0,
buttons: Short? = 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey:
Boolean? = false, altKey: Boolean? =
false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false, modifierCapsLock: Boolean? = false,
modifierFn: Boolean? = false, modifierFnLock: Boolean? = false, modifierHyper: Boolean? = false,
modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false, modifierSuper: Boolean? = false,
modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view: Window? = null, detail: Int? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): DragEventInit {\n  val o =
js("{}")\n  o["dataTransfer"] = dataTransfer\n  o["screenX"] = screenX\n  o["screenY"] = screenY\n  o["clientX"] = clientX\n  o["clientY"] = clientY\n  o["button"] = button\n  o["buttons"] = buttons\n  o["relatedTarget"] = relatedTarget\n  o["region"] = region\n  o["ctrlKey"] = ctrlKey\n  o["shiftKey"] =
shiftKey\n  o["altKey"] = altKey\n  o["metaKey"] = metaKey\n  o["modifierAltGraph"] =
modifierAltGraph\n  o["modifierCapsLock"] = modifierCapsLock\n  o["modifierFn"] = modifierFn\n  o["modifierFnLock"] =
modifierFnLock\n  o["modifierHyper"] = modifierHyper\n  o["modifierNumLock"] = modifierNumLock\n  o["modifierScrollLock"] = modifierScrollLock\n  o["modifierSuper"] = modifierSuper\n  o["modifierSymbol"] = modifierSymbol\n  o["modifierSymbolLock"] = modifierSymbolLock\n  o["view"] =
view\n  o["detail"] = detail\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[Window](https://developer.mozilla.org/en/docs/Web/API/Window) to Kotlin\n */\npublic external abstract class
Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope,
WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {\n  open
val window: Window\n  open val self: Window\n  open val document: Document\n  open var name: String\n  open val location: Location\n  open val history: History\n  open val customElements:
CustomElementRegistry\n  open val locationbar: BarProp\n  open val menubar: BarProp\n  open val
personalbar: BarProp\n  open val scrollbars: BarProp\n  open val statusbar: BarProp\n  open val toolbar:
BarProp\n  open var status: String\n  open val closed: Boolean\n  open val frames: Window\n  open val length:
Int\n  open val top: Window\n  open var opener: Any?\n  open val parent: Window\n  open val frameElement:
Element?\n  open val navigator: Navigator\n  open val applicationCache: ApplicationCache\n  open val external:
External\n  open val screen: Screen\n  open val innerWidth: Int\n  open val innerHeight: Int\n  open val scrollX:
Double\n  open val pageXOffset: Double\n  open val scrollY: Double\n  open val pageYOffset: Double\n  open
val screenX: Int\n  open val screenY: Int\n  open val outerWidth: Int\n  open val

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outerHeight: Int\n open val devicePixelRatio: Double\n fun close()\n fun stop()\n fun focus()\n fun blur()\n
fun open(url: String = definedExternally, target: String = definedExternally, features: String = definedExternally):
Window?\n fun alert()\n fun alert(message: String)\n fun confirm(message: String = definedExternally):
Boolean\n fun prompt(message: String = definedExternally, default: String = definedExternally): String?\n fun
print()\n fun requestAnimationFrame(callback: (Double) -> Unit): Int\n fun cancelAnimationFrame(handle:
Int)\n fun postMessage(message: Any?, targetOrigin: String, transfer: Array<dynamic> = definedExternally)\n
fun captureEvents()\n fun releaseEvents()\n fun matchMedia(query: String): MediaQueryList\n fun moveTo(x:
Int, y: Int)\n fun moveBy(x: Int, y: Int)\n fun resizeTo(x: Int, y: Int)\n fun resizeBy(x: Int, y: Int)\n fun
scroll(options: ScrollToOptions = definedExternally)\n fun scroll(x:
Double, y: Double)\n fun scrollTo(options: ScrollToOptions = definedExternally)\n fun scrollTo(x: Double, y:
Double)\n fun scrollBy(options: ScrollToOptions = definedExternally)\n fun scrollBy(x: Double, y: Double)\n
fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally):
CSSStyleDeclaration\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Window.get(name: String):
dynamic = asDynamic()[name]\n\npublic external abstract class BarProp {\n open val visible: Boolean\n}\n\n/**\n * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin\n */\npublic
external abstract class History {\n open val length: Int\n open var scrollRestoration: ScrollRestoration\n open
val state: Any?\n fun go(delta: Int = definedExternally)\n fun back()\n fun forward()\n fun pushState(data:
Any?, title: String, url: String? = definedExternally)\n
fun replaceState(data: Any?, title: String, url: String? = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin\n */\npublic external abstract class
Location {\n open var href: String\n open val origin: String\n open var protocol: String\n open var host:
String\n open var hostname: String\n open var port: String\n open var pathname: String\n open var search:
String\n open var hash: String\n open val ancestorOrigins: Array<out String>\n fun assign(url: String)\n fun
replace(url: String)\n fun reload()\n}\n\n/**\n * Exposes the JavaScript
[PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin\n */\npublic external
open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally) : Event {\n open val
state: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n
val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface
PopStateEventInit : EventInit {\n var state: Any? /* = null */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PopStateEventInit(state: Any? = null,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PopStateEventInit {\n val o
= js(\"({})\")\n o[\"state\"] = state\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n
o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript
[HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin\n */\npublic
external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally) :
Event {\n open val oldURL: String\n open val newURL: String\n\n companion object
{\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n }\n}\n\npublic external interface HashChangeEventInit : EventInit {\n var
oldURL: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var newURL:
String? /* = \"\" */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun HashChangeEventInit(oldURL:
String? = \"\", newURL: String? = \"\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): HashChangeEventInit {\n val o = js(\"({})\")\n o[\"oldURL\"] = oldURL\n o[\"newURL\"]
= newURL\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n
return o\n}\n\n/**\n * Exposes the JavaScript

```

[PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin\n *^public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally) : Event {\n open val persisted: Boolean\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PageTransitionEventInit : EventInit {\n var persisted: Boolean? /* = false */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun PageTransitionEventInit(persisted: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): PageTransitionEventInit {\n val o = js(\"({})\")\n o[\"persisted\"] = persisted\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript

[BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin\n *^public external open class BeforeUnloadEvent : Event {\n var returnValue: String\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external abstract class ApplicationCache : EventTarget {\n open val status: Short\n open var onchecking: ((Event) -> dynamic)?\n open var onerror: ((Event) -> dynamic)?\n open var onnoupdate: ((Event) -> dynamic)?\n open var ondownloading: ((Event) -> dynamic)?\n open var onprogress: ((ProgressEvent) -> dynamic)?\n open var onunreadystatechange: ((Event) -> dynamic)?\n open var oncached: ((Event) -> dynamic)?\n open var onobsolete: ((Event) -> dynamic)?\n fun update()\n fun abort()\n fun swapCache()\n\n companion object {\n val UNCACHED: Short\n val IDLE: Short\n val CHECKING: Short\n val DOWNLOADING: Short\n val UPDATEREADY: Short\n val OBSOLETE: Short\n }\n}\n\n/**\n * Exposes the JavaScript

[NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin\n *^public external interface NavigatorOnLine {\n val onLine: Boolean\n}\n\n/**\n * Exposes the JavaScript

[ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin\n *^public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {\n open val message: String\n open val filename: String\n open val lineno: Int\n open val colno: Int\n open val error: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface ErrorEventInit : EventInit {\n var message: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var filename: String? /* = \"\" */\n get() = definedExternally\n set(value) = definedExternally\n var lineno: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var colno: Int? /* = 0 */\n get() = definedExternally\n set(value) = definedExternally\n var error: Any? /* = null */\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ErrorEventInit(message: String? = \"\", filename: String? = \"\", lineno: Int? = 0, colno: Int? = 0, error: Any? = null, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ErrorEventInit {\n val o = js(\"({})\")\n o[\"message\"] = message\n o[\"filename\"] = filename\n o[\"lineno\"] = lineno\n o[\"colno\"] = colno\n o[\"error\"] = error\n o[\"bubbles\"] = bubbles\n o[\"cancelable\"] = cancelable\n o[\"composed\"] = composed\n return o\n}\n\n/**\n * Exposes the JavaScript

[PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin\n *^public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {\n open val promise: Promise<Any?>\n open val reason: Any?\n\n companion object {\n val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE: Short\n }\n}\n\npublic external interface PromiseRejectionEventInit : EventInit {\n var promise: Promise<Any?>?\n var reason: Any?\n get() = definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

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\ "INVISIBLE_MEMBER"\n@kotlin.internal.InlineOnly\npublic inline fun PromiseRejectionEventInit(promise:
Promise<Any?>?, reason: Any? = undefined, bubbles: Boolean?
= false, cancelable: Boolean? = false, composed: Boolean? = false): PromiseRejectionEventInit {\n    val o =
js("\({})")\n    o["promise"] = promise\n    o["reason"] = reason\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\n/* Exposes the JavaScript
[GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin\n
*\npublic external interface GlobalEventHandlers {\n    var onabort: ((Event) -> dynamic)?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var onblur: ((FocusEvent) -> dynamic)?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var oncancel: ((Event) -> dynamic)?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var oncanplay: ((Event) -> dynamic)?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var oncanplaythrough: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onchange: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onclick: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onclose: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var oncontextmenu: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var oncuechange: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondblclick: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondrag: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragend: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragenter: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragexit: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragleave: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragover: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondragstart: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondrop: ((DragEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var ondurationchange: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onemptied: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onended: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onfocus: ((FocusEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var oninput: ((InputEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var oninvalid: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onkeydown: ((KeyboardEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onkeypress: ((KeyboardEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onkeyup: ((KeyboardEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onload: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onloadeddata: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onloadedmetadata: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onloadend: ((Event) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onloadstart: ((ProgressEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onmousedown: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onmouseenter: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onmouseleave: ((MouseEvent) -> dynamic)?\n
        get() = definedExternally\n        set(value) = definedExternally\n    var onmousemove: ((MouseEvent)

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-> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onmouseout:
((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onmouseover: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onmouseup: ((MouseEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onwheel: ((WheelEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onpause: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onplay: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onplaying: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onprogress: ((ProgressEvent) -> dynamic)?\n    get() = definedExternally\n
    set(value) = definedExternally\n    var onratechange: ((Event) -> dynamic)?\n    get() = definedExternally\n
    set(value) = definedExternally\n    var onreset: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onresize: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onscroll: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onseeked: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onseeking: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onselect: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onshow: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onstalled:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onsubmit:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onsuspend:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var ontimeupdate:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var ontoggle:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onvolumechange: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onwaiting: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onlostpointercapture: ((PointerEvent) -> dynamic)?\n
    get() = definedExternally\n    set(value) = definedExternally\n    var onpointerdown: ((PointerEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onpointermove:
((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onpointerup: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onpointercancel: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var onpointerover: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onpointerout: ((PointerEvent) -> dynamic)?\n    get() = definedExternally\n
    set(value) = definedExternally\n    var onpointerenter: ((PointerEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onpointerleave: ((PointerEvent)
-> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n**\n * Exposes the
JavaScript [WindowEventHandlers](https://developer.mozilla.org/en/docs/Web/API/WindowEventHandlers) to
Kotlin\n * \npublic external interface WindowEventHandlers {\n    var onafterprint: ((Event) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onbeforeprint: ((Event) -> dynamic)?\n
get() = definedExternally\n    set(value) = definedExternally\n    var onbeforeunload: ((BeforeUnloadEvent) ->
String)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onhashchange:
((HashChangeEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onlanguagechange: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
var onmessage: ((MessageEvent) -> dynamic)?\n    get() = definedExternally\n
    set(value) = definedExternally\n    var onoffline: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var ononline: ((Event) -> dynamic)?\n    get() = definedExternally\n
set(value) = definedExternally\n    var onpagehide: ((PageTransitionEvent) -> dynamic)?\n    get() =

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definedExternally\n    set(value) = definedExternally\n    var onpageshow: ((PageTransitionEvent) -> dynamic)?\n
    get() = definedExternally\n    set(value) = definedExternally\n    var onpopstate: ((PopStateEvent) ->
dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onrejectionhandled:
((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var onstorage:
((StorageEvent) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n    get()
= definedExternally\n    set(value) = definedExternally\n    var onunload: ((Event) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\npublic external interface
DocumentAndElementEventHandlers {\n    var oncopy: ((ClipboardEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var oncut: ((ClipboardEvent) -> dynamic)?\n    get() =
definedExternally\n    set(value) = definedExternally\n    var onpaste: ((ClipboardEvent) -> dynamic)?\n    get()
= definedExternally\n    set(value) = definedExternally\n}\n\n/**\n * Exposes the JavaScript
[WindowOrWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WindowOrWorkerGlobalScope)
to Kotlin\n */\n\npublic external interface WindowOrWorkerGlobalScope {\n    val origin: String\n    val caches:
CacheStorage\n    fun btoa(data: String): String\n    fun atob(data: String): String\n    fun setTimeout(handler:
dynamic, timeout: Int =
definedExternally, vararg arguments: Any?): Int\n    fun clearTimeout(handle: Int = definedExternally)\n    fun
setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int\n    fun
clearInterval(handle: Int = definedExternally)\n    fun createImageBitmap(image: ImageBitmapSource, options:
ImageBitmapOptions = definedExternally): Promise<ImageBitmap>\n    fun createImageBitmap(image:
ImageBitmapSource, sx: Int, sy: Int, sw: Int, sh: Int, options: ImageBitmapOptions = definedExternally):
Promise<ImageBitmap>\n    fun fetch(input: dynamic, init: RequestInit = definedExternally):
Promise<Response>\n}\n\n/**\n * Exposes the JavaScript
[Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin\n */\n\npublic external abstract class
Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies,
NavigatorPlugins, NavigatorConcurrentHardware {\n    open val clipboard: Clipboard\n    open val mediaDevices:
MediaDevices\n    open val maxTouchPoints: Int\n    open val serviceWorker: ServiceWorkerContainer\n    fun
requestMediaKeySystemAccess(keySystem: String, supportedConfigurations:
Array<MediaKeySystemConfiguration>): Promise<MediaKeySystemAccess>\n    fun getUserMedia(constraints:
MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)\n    fun
vibrate(pattern: dynamic): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin\n */\n\npublic external interface
NavigatorID {\n    val appCodeName: String\n    val appName: String\n    val appVersion: String\n    val platform:
String\n    val product: String\n    val productSub: String\n    val userAgent: String\n    val vendor: String\n    val
vendorSub: String\n    val oscpu: String\n    fun taintEnabled(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage)
to Kotlin\n */\n\npublic external interface NavigatorLanguage {\n    val language: String\n    val languages:
Array<out String>\n}\n\npublic external interface NavigatorContentUtils {\n    fun registerProtocolHandler(scheme:
String, url: String, title: String)\n    fun registerContentHandler(mimeType: String, url: String, title: String)\n    fun
isProtocolHandlerRegistered(scheme: String, url: String): String\n    fun isContentHandlerRegistered(mimeType:
String, url: String): String\n    fun unregisterProtocolHandler(scheme: String, url: String)\n    fun
unregisterContentHandler(mimeType: String, url: String)\n}\n\npublic external interface NavigatorCookies {\n    val
cookieEnabled: Boolean\n}\n\n/**\n * Exposes the JavaScript
[NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin\n */\n\npublic
external interface NavigatorPlugins {\n    val plugins: PluginArray\n    val mimeTypes: MimeTypeError\n    fun
javaEnabled(): Boolean\n}\n\n/**\n * Exposes
the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin\n */\n\npublic
external abstract class PluginArray : ItemArrayLike<Plugin> {\n    fun refresh(reload: Boolean =

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definedExternally)\n  override fun item(index: Int): Plugin?\n  fun namedItem(name: String):
Plugin?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(index: Int):
Plugin? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun PluginArray.get(name:
String): Plugin? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin\n *\npublic external
abstract class MimeTypeArray : ItemArrayLike<MimeType> {\n  override fun item(index: Int): MimeType?\n  fun
namedItem(name: String): MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(index:
Int): MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun MimeTypeArray.get(name:
String): MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[Plugin](https://developer.mozilla.org/en/docs/Web/API/Plugin) to Kotlin\n *\npublic external abstract class Plugin
: ItemArrayLike<MimeType> {\n  open val name: String\n  open val description: String\n  open val filename:
String\n  override fun item(index: Int): MimeType?\n  fun namedItem(name: String):
MimeType?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(index: Int):
MimeType? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun Plugin.get(name: String):
MimeType? = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin\n *\npublic external abstract
class MimeType {\n  open val type: String\n  open val description: String\n  open val suffixes: String\n  open
val enabledPlugin: Plugin\n}\n\n/**\n * Exposes the JavaScript
[ImageBitmap](https://developer.mozilla.org/en/docs/Web/API/ImageBitmap) to Kotlin\n *\npublic external
abstract class ImageBitmap : CanvasImageSource, TexImageSource {\n  open val width: Int\n  open val height:
Int\n  fun close()\n}\n\npublic external interface ImageBitmapOptions {\n  var imageOrientation:
ImageOrientation? /* = ImageOrientation.NONE */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var colorSpaceConversion: ColorSpaceConversion?
/* = ColorSpaceConversion.DEFAULT */\n  get() = definedExternally\n  set(value) = definedExternally\n
var resizeMode: Int?\n  get() = definedExternally\n  set(value) = definedExternally\n  var resizeMode:
Int?\n  get() = definedExternally\n  set(value) = definedExternally\n  var resizeMode: Int?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var resizeMode: Int?\n  get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun
ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE, premultiplyAlpha:
PremultiplyAlpha? = PremultiplyAlpha.DEFAULT, colorSpaceConversion: ColorSpaceConversion? =
ColorSpaceConversion.DEFAULT, resizeMode: Int? = undefined, resizeMode: Int? = undefined, resizeMode:
ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {\n  val o = js(\"({})\")\n  o[\"imageOrientation\"]
= imageOrientation\n
o[\"premultiplyAlpha\"] = premultiplyAlpha\n  o[\"colorSpaceConversion\"] = colorSpaceConversion\n
o[\"resizeWidth\"] = resizeMode\n  o[\"resizeHeight\"] = resizeMode\n  o[\"resizeQuality\"] = resizeMode\n
return o\n}\n\n/**\n * Exposes the JavaScript
[MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin\n *\npublic external open
class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {\n  open val data:
Any?\n  open val origin: String\n  open val lastEventId: String\n  open val source:
UnionMessagePortOrWindowProxy?\n  open val ports: Array<out MessagePort>\n  fun initMessageEvent(type:

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String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String, source:
UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)\n\n companion object {\n    val NONE:
Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE:
Short\n } }\n\npublic external interface MessageEventInit : EventInit {\n    var data: Any? /* = null */\n    get() = definedExternally\n    set(value) = definedExternally\n    var origin: String? /* = "" */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var lastEventId: String? /* = "" */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var source: UnionMessagePortOrWindowProxy? /* =
null */\n    get() = definedExternally\n    set(value) = definedExternally\n    var ports: Array<MessagePort>? /*
= arrayOf() */\n    get() = definedExternally\n    set(value) =
definedExternally\n } }\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MessageEventInit(data: Any? = null,
origin: String? = "", lastEventId: String? = "", source: UnionMessagePortOrWindowProxy? = null, ports:
Array<MessagePort>? = arrayOf(), bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): MessageEventInit {\n    val o = js("{}")\n    o["data"] = data\n    o["origin"] = origin\n    o["lastEventId"] = lastEventId\n    o["source"] = source\n    o["ports"] = ports\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] =
composed\n    return o\n } }\n\n/**\n * Exposes the JavaScript
[EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin\n */\n\npublic external open
class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {\n    open
val url: String\n    open val withCredentials: Boolean\n    open val readyState: Short\n    var onopen: ((Event) ->
dynamic)?\n    var onmessage: ((MessageEvent) -> dynamic)?\n    var onerror: ((Event) -> dynamic)?\n    fun
close()\n\n    companion object {\n        val CONNECTING: Short\n        val OPEN: Short\n        val CLOSED:
Short\n    } }\n\n\npublic external interface
EventSourceInit {\n    var withCredentials: Boolean? /* = false */\n    get() = definedExternally\n    set(value)
= definedExternally\n } }\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun EventSourceInit(withCredentials:
Boolean? = false): EventSourceInit {\n    val o = js("{}")\n    o["withCredentials"] = withCredentials\n    return
o\n } }\n\n/**\n * Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to
Kotlin\n */\n\npublic external open class WebSocket(url: String, protocols: dynamic = definedExternally) :
EventTarget {\n    open val url: String\n    open val readyState: Short\n    open val bufferedAmount: Number\n    var
onopen: ((Event) -> dynamic)?\n    var onerror: ((Event) -> dynamic)?\n    var onclose: ((Event) -> dynamic)?\n
open val extensions: String\n    open val protocol: String\n    var onmessage: ((MessageEvent) -> dynamic)?\n    var
binaryType: BinaryType\n\n    fun close(code: Short = definedExternally, reason: String = definedExternally)\n    fun
send(data: String)\n    fun send(data: Blob)\n    fun send(data: ArrayBuffer)\n    fun send(data: ArrayBufferView)\n\n    companion object {\n        val CONNECTING: Short\n        val OPEN: Short\n        val CLOSING: Short\n        val CLOSED: Short\n    } }\n\n\n/**\n * Exposes the JavaScript [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to
Kotlin\n */\n\npublic external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) :
Event {\n    open val wasClean: Boolean\n    open val code: Short\n    open val reason: String\n\n    companion
object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val
BUBBLING_PHASE: Short\n    } }\n\n\npublic external interface CloseEventInit : EventInit {\n    var wasClean:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n\n    var code: Short? /* = 0 */\n    get() = definedExternally\n    set(value) = definedExternally\n    var reason:
String? /* = "" */\n    get() = definedExternally\n    set(value) =
definedExternally\n } }\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun CloseEventInit(wasClean: Boolean? =
false, code: Short? = 0, reason: String? = "", bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): CloseEventInit {\n    val o = js("{}")\n    o["wasClean"] = wasClean\n    o["code"] = code\n

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    o["reason"] = reason\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] =
    composed\n    return o\n}\n\n/**\n * Exposes the JavaScript
[MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin\n *\npublic external
open class MessageChannel {\n    open val port1: MessagePort\n    open val port2: MessagePort\n}\n\n/**\n
 * Exposes the JavaScript [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin\n
*\npublic external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy,
UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {\n    open var onmessage:
((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n    fun start()\n    fun close()\n}\n\n/**\n * Exposes the JavaScript
[BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin\n *\npublic
external open class BroadcastChannel(name: String) : EventTarget {\n    open val name: String\n    var onmessage:
((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?)\n    fun close()\n}\n\n/**\n * Exposes the
JavaScript [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin\n
*\npublic external abstract class WorkerGlobalScope : EventTarget,
WindowOrWorkerGlobalScope, GlobalPerformance {\n    open val self: WorkerGlobalScope\n    open val location:
WorkerLocation\n    open val navigator: WorkerNavigator\n    open var onerror: ((dynamic, String, Int, Int, Any?) -
> dynamic)?\n    open var onlanguagechange: ((Event) -> dynamic)?\n    open var onoffline: ((Event) ->
dynamic)?\n    open var ononline: ((Event) -> dynamic)?\n    open var onrejectionhandled: ((Event) -> dynamic)?\n
open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?\n    fun importScripts(vararg urls:
String)\n}\n\n/**\n * Exposes the JavaScript
[DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to
Kotlin\n *\npublic external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {\n    open var
onmessage: ((MessageEvent) -> dynamic)?\n    fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n    fun close()\n}\n\n/**\n * Exposes the JavaScript
[SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope)
to Kotlin\n *\npublic external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {\n    open val
name: String\n    open val applicationCache: ApplicationCache\n    open var onconnect: ((Event) -> dynamic)?\n
fun close()\n}\n\n/**\n * Exposes the JavaScript
[AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin\n *\npublic external
interface AbstractWorker {\n    var onerror: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value)
= definedExternally\n}\n\n/**\n * Exposes the JavaScript
[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin\n *\npublic external open class
Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {\n    var
onmessage: ((MessageEvent) -> dynamic)?\n    override var onerror: ((Event) -> dynamic)?\n    fun terminate()\n
fun postMessage(message: Any?,
transfer: Array<dynamic> = definedExternally)\n}\n\npublic external interface WorkerOptions {\n    var type:
WorkerType? /* = WorkerType.CLASSIC */\n    get() = definedExternally\n    set(value) = definedExternally\n
var credentials: RequestCredentials? /* = RequestCredentials.OMIT */\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun WorkerOptions(type: WorkerType? =
WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {\n    val o
= js("{}")\n    o["type"] = type\n    o["credentials"] = credentials\n    return o\n}\n\n/**\n * Exposes the
JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin\n *\npublic
external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions =
definedExternally) : EventTarget, AbstractWorker
{\n    open val port: MessagePort\n    override var onerror: ((Event) -> dynamic)?\n}\n\n/**\n * Exposes the
JavaScript
[NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to

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Kotlin\n *\npublic external interface NavigatorConcurrentHardware {\n    val hardwareConcurrency:
Number\n}\n\n/**\n * Exposes the JavaScript
[WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin\n *\npublic
external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine,
NavigatorConcurrentHardware {\n    open val serviceWorker: ServiceWorkerContainer\n}\n\n/**\n * Exposes the
JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin\n
*\npublic external abstract class WorkerLocation {\n    open val href: String\n    open val origin: String\n    open val
protocol: String\n    open val host: String\n    open val hostname: String\n    open val
port: String\n    open val pathname: String\n    open val search: String\n    open val hash: String\n}\n\n/**\n *
Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin\n *\npublic
external abstract class Storage {\n    open val length: Int\n    fun key(index: Int): String?\n    fun removeItem(key:
String)\n    fun clear()\n    fun getItem(key: String): String?\n    fun setItem(key: String, value:
String)\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.get(key: String):
String? = asDynamic()[key]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Storage.set(key: String, value:
String) { asDynamic()[key] = value }\n\n/**\n * Exposes the JavaScript
[WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin\n
*\npublic external interface WindowSessionStorage
{\n    val sessionStorage: Storage\n}\n\n/**\n * Exposes the JavaScript
[WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin\n
*\npublic external interface WindowLocalStorage {\n    val localStorage: Storage\n}\n\n/**\n * Exposes the
JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin\n *\npublic
external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {\n
    open val key: String?\n    open val oldValue: String?\n    open val newValue: String?\n    open val url: String\n
    open val storageArea: Storage?\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE:
Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface
StorageEventInit : EventInit {\n    var key: String? /* = null */\n    get() = definedExternally\n    set(value) =
definedExternally\n    var oldValue:
String? /* = null */\n    get() = definedExternally\n    set(value) = definedExternally\n    var newValue: String?
/* = null */\n    get() = definedExternally\n    set(value) = definedExternally\n    var url: String? /* = "" */\n
get() = definedExternally\n    set(value) = definedExternally\n    var storageArea: Storage? /* = null */\n
get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun StorageEventInit(key: String? = null,
oldValue: String? = null, newValue: String? = null, url: String? = "", storageArea: Storage? = null, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): StorageEventInit {\n    val o =
js("{}")\n    o["key"] = key\n    o["oldValue"] = oldValue\n    o["newValue"] = newValue\n    o["url"] =
url\n    o["storageArea"] = storageArea\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\npublic external abstract class
HTMLAppletElement : HTMLElement {\n    open var align: String\n    open var alt: String\n    open var archive:
String\n    open var code: String\n    open var codeBase: String\n    open var height: String\n    open var hspace: Int\n
    open var name: String\n    open var _object: String\n    open var vspace: Int\n    open var width: String\n\n
companion object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val
TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE:
Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val
COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING:

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DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin\n *\npublic
external abstract class HTMLFontElement : HTMLElement {\n    open var color: String\n    open var face: String\n
open var size: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface External
{\n    fun AddSearchProvider()\n    fun
IsSearchProviderInstalled()\n}\n\npublic external interface EventInit {\n    var bubbles: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var cancelable: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n    var composed: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit {\n    val o = js(\"({})\")\n    o[\"bubbles\"] =
bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\n/**\n * Exposes the
JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin\n *\npublic
external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally)
: Event {\n    open val detail: Any?\n    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean,
detail: Any?)\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val
AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface CustomEventInit :
EventInit {\n    var detail: Any? /* = null */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CustomEventInit(detail: Any? = null,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): CustomEventInit {\n    val o
= js(\"({})\")\n    o[\"detail\"] = detail\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n
o[\"composed\"] = composed\n    return o\n}\n\npublic external interface EventListenerOptions {\n    var capture:
Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun EventListenerOptions(capture:
Boolean? = false): EventListenerOptions {\n    val o = js(\"({})\")\n    o[\"capture\"] = capture\n    return
o\n}\n\npublic external interface AddEventListenerOptions : EventListenerOptions {\n    var passive: Boolean? /* =
false */\n    get() = definedExternally\n    set(value) = definedExternally\n    var once: Boolean? /* = false */\n
get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun AddEventListenerOptions(passive:
Boolean? = false, once: Boolean? = false, capture: Boolean? = false): AddEventListenerOptions {\n    val o =
js(\"({})\")\n    o[\"passive\"] = passive\n    o[\"once\"] = once\n    o[\"capture\"] = capture\n    return o\n}\n\npublic

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external interface NonElementParentNode {
    fun getElementById(elementId: String): Element?
}
Exposes the JavaScript
[DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin
public external interface DocumentOrShadowRoot {
    val fullscreenElement: Element?
    get() =
definedExternally
}
Exposes the JavaScript
[ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin
public external interface
ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
    get() =
definedExternally
    val lastElementChild: Element?
    get() = definedExternally
    val childElementCount:
Int
    fun prepend(vararg nodes: dynamic)
    fun append(vararg nodes: dynamic)
    fun querySelector(selectors:
String): Element?
    fun querySelectorAll(selectors: String): NodeList
}
Exposes the JavaScript
[NonDocumentTypeChildNode](https://developer.mozilla.org/en/docs/Web/API/NonDocumentTypeChildNode)
to Kotlin
public external interface NonDocumentTypeChildNode {
    val previousElementSibling:
Element?
    get() = definedExternally
    val nextElementSibling: Element?
    get() =
definedExternally
}
Exposes the JavaScript
[ChildNode](https://developer.mozilla.org/en/docs/Web/API/ChildNode) to Kotlin
public external interface
ChildNode {
    fun before(vararg nodes: dynamic)
    fun after(vararg nodes: dynamic)
    fun
replaceWith(vararg nodes: dynamic)
    fun remove()
}
Exposes the JavaScript
[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin
public external interface Slotable
{
    val assignedSlot: HTMLSlotElement?
    get() = definedExternally
}
Exposes the JavaScript
[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin
public external abstract class
NodeList : ItemArrayLike<Node> {
    override
    fun item(index: Int): Node?
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun NodeList.get(index: Int):
Node? = asDynamic()[index]
Exposes the JavaScript
[HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin
public
external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
    fun namedItem(name: String):
Element?
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(index:
Int): Element? = asDynamic()[index]
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(name:
String): Element? = asDynamic()[name]
Exposes the JavaScript
[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver)
to Kotlin
public external open class MutationObserver(callback: (Array<MutationRecord>,
MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}
Exposes the JavaScript
[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
    get() =
definedExternally
    set(value) = definedExternally
    var attributes: Boolean?
    get() =
definedExternally
    set(value) = definedExternally
    var characterData: Boolean?
    get() =
definedExternally
    set(value) = definedExternally
    var subtree: Boolean? /* = false */
    get() =
definedExternally
    set(value) = definedExternally
    var attributeOldValue: Boolean?
    get() =
definedExternally
    set(value) =
definedExternally
    var characterDataOldValue: Boolean?
    get() = definedExternally
    set(value) =
definedExternally
    var attributeFilter: Array<String>?
    get() = definedExternally
    set(value) =
definedExternally
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun MutationObserverInit(childList:
Boolean? = false, attributes: Boolean? = undefined, characterData: Boolean? = undefined, subtree: Boolean? = false,

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attributeOldValue: Boolean? = undefined, characterDataOldValue: Boolean? = undefined, attributeFilter:
Array<String>? = undefined): MutationObserverInit {\n  val o = js("{}")\n  o["childList"] = childList\n  o["attributes"] = attributes\n  o["characterData"] = characterData\n  o["subtree"] = subtree\n  o["attributeOldValue"] = attributeOldValue\n  o["characterDataOldValue"] = characterDataOldValue\n  o["attributeFilter"] = attributeFilter\n  return o\n}\n\n/**\n * Exposes the JavaScript
[MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin\n */\npublic external
abstract class MutationRecord {\n  open val type: String\n  open val target: Node\n  open val addedNodes:
NodeList\n  open val removedNodes: NodeList\n  open val previousSibling: Node?\n  open val nextSibling:
Node?\n  open val attributeName: String?\n  open val attributeNamespace: String?\n  open val oldValue:
String?\n}\n\n/**\n * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to
Kotlin\n */\npublic external abstract class Node : EventTarget {\n  open val nodeType: Short\n  open val
nodeName: String\n  open val baseURI: String\n  open val isConnected: Boolean\n  open val ownerDocument:
Document?\n  open val parentNode: Node?\n  open val parentElement: Element?\n  open val childNodes:
NodeList\n  open val firstChild: Node?\n  open val lastChild: Node?\n  open val previousSibling: Node?\n  open val nextSibling: Node?\n  open var nodeValue: String?\n  open var
textContent: String?\n  fun getRootNode(options: GetRootNodeOptions = definedExternally): Node\n  fun
hasChildNodes(): Boolean\n  fun normalize()\n  fun cloneNode(deep: Boolean = definedExternally): Node\n  fun
isEqualNode(otherNode: Node?): Boolean\n  fun isSameNode(otherNode: Node?): Boolean\n  fun
compareDocumentPosition(other: Node): Short\n  fun contains(other: Node?): Boolean\n  fun
lookupPrefix(namespace: String?): String?\n  fun lookupNamespaceURI(prefix: String?): String?\n  fun
isDefaultNamespace(namespace: String?): Boolean\n  fun insertBefore(node: Node, child: Node?): Node\n  fun
appendChild(node: Node): Node\n  fun replaceChild(node: Node, child: Node): Node\n  fun removeChild(child:
Node): Node\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE:
Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external interface
GetRootNodeOptions {\n  var composed: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun GetRootNodeOptions(composed:
Boolean? = false): GetRootNodeOptions {\n  val
o = js("{}")\n  o["composed"] = composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin\n */\npublic external open class
Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers, NonElementParentNode,
DocumentOrShadowRoot, ParentNode, GeometryUtils {\n  open val implementation: DOMImplementation\n  open val URL: String\n  open val documentURI: String\n  open val origin: String\n  open val compatMode:
String\n  open val characterSet: String\n  open val charset: String\n  open val inputEncoding: String\n  open val
contentType: String\n  open val doctype: DocumentType?\n  open val documentElement: Element?\n  open val
location: Location?\n  var domain: String\n  open val referrer: String\n  var cookie: String\n  open val
lastModified: String\n  open val readyState: DocumentReadyState\n  var title: String\n  var dir: String\n  var
body: HTMLElement?\n

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open val head: HTMLHeadElement?\n open val images: HTMLCollection\n open val embeds:
HTMLCollection\n open val plugins: HTMLCollection\n open val links: HTMLCollection\n open val forms:
HTMLCollection\n open val scripts: HTMLCollection\n open val currentScript: HTMLScriptElement?\n
open val defaultView: Window?\n open val activeElement: Element?\n var designMode: String\n var
onreadystatechange: ((Event) -> dynamic)?\n var fgColor: String\n var linkColor: String\n var vlinkColor:
String\n var alinkColor: String\n var bgColor: String\n open val anchors: HTMLCollection\n open val
applets: HTMLCollection\n open val all: HTMLAllCollection\n open val scrollingElement: Element?\n open
val styleSheets: StyleSheetList\n open val rootElement: SVGSVGElement?\n open val fullscreenEnabled:
Boolean\n open val fullscreen: Boolean\n var onfullscreenchange: ((Event) -> dynamic)?\n var
onfullscreenerror: ((Event)
-> dynamic)?\n override var onabort: ((Event) -> dynamic)?\n override var onblur: ((FocusEvent) ->
dynamic)?\n override var oncancel: ((Event) -> dynamic)?\n override var oncanplay: ((Event) -> dynamic)?\n
override var oncanplaythrough: ((Event) -> dynamic)?\n override var onchange: ((Event) -> dynamic)?\n
override var onclick: ((MouseEvent) -> dynamic)?\n override var onclose: ((Event) -> dynamic)?\n override var
oncontextmenu: ((MouseEvent) -> dynamic)?\n override var oncuechange: ((Event) -> dynamic)?\n override var
ondblclick: ((MouseEvent) -> dynamic)?\n override var ondrag: ((DragEvent) -> dynamic)?\n override var
ondragend: ((DragEvent) -> dynamic)?\n override var ondragenter: ((DragEvent) -> dynamic)?\n override var
ondragexit: ((DragEvent) -> dynamic)?\n override var ondragleave: ((DragEvent) -> dynamic)?\n override var
ondragover: ((DragEvent) -> dynamic)?\n override var ondragstart: ((DragEvent) -> dynamic)?\n override
var ondrop: ((DragEvent) -> dynamic)?\n override var ondurationchange: ((Event) -> dynamic)?\n override var
onemptied: ((Event) -> dynamic)?\n override var onended: ((Event) -> dynamic)?\n override var onerror:
((dynamic, String, Int, Int, Any?) -> dynamic)?\n override var onfocus: ((FocusEvent) -> dynamic)?\n override
var oninput: ((InputEvent) -> dynamic)?\n override var oninvalid: ((Event) -> dynamic)?\n override var
onkeydown: ((KeyboardEvent) -> dynamic)?\n override var onkeypress: ((KeyboardEvent) -> dynamic)?\n
override var onkeyup: ((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override
var onloadeddata: ((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var
onloadend: ((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var
onmousedown: ((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n
override var onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) ->
dynamic)?\n override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover:
((MouseEvent) -> dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel:
((WheelEvent) -> dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) ->
dynamic)?\n override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) ->
dynamic)?\n override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n
override var onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var
onseeked: ((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect:
((Event) -> dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) ->
dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var
ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var
onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var onpointermove:
((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n override var
onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) -> dynamic)?\n
override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter: ((PointerEvent) ->
dynamic)?\n override var onpointerleave: ((PointerEvent) -> dynamic)?\n override var oncopy:
((ClipboardEvent) -> dynamic)?\n

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    override var oncut: ((ClipboardEvent) -> dynamic)?\n    override var onpaste: ((ClipboardEvent) -> dynamic)?\n
    override val fullscreenElement: Element?\n    override val children: HTMLCollection\n    override val
    firstElementChild: Element?\n    override val lastElementChild: Element?\n    override val childElementCount: Int\n
    fun getElementsByTagName(qualifiedName: String): HTMLCollection\n    fun
    getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun
    getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun createElement(localName: String,
    options: ElementCreationOptions = definedExternally): Element\n    fun createElementNS(namespace: String?,
    qualifiedName: String, options: ElementCreationOptions = definedExternally): Element\n    fun
    createDocumentFragment(): DocumentFragment\n    fun createTextNode(data: String): Text\n    fun
    createCDATASection(data: String): CDATASection\n    fun createComment(data: String): Comment\n    fun
    createProcessingInstruction(target: String, data: String): ProcessingInstruction\n    fun importNode(node: Node,
    deep: Boolean = definedExternally): Node\n    fun adoptNode(node: Node): Node\n    fun
    createAttribute(localName: String): Attr\n    fun createAttributeNS(namespace: String?, qualifiedName: String):
    Attr\n    fun createEvent(`interface`: String): Event\n    fun createRange(): Range\n    fun createNodeIterator(root:
    Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): NodeIterator\n    fun
    createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? =
    definedExternally): NodeIterator\n    fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter:
    NodeFilter? = definedExternally): TreeWalker\n    fun createTreeWalker(root: Node, whatToShow: Int =
    definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker\n    fun
    getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun
    getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun
    getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection\n    fun
    open(type:
    String = definedExternally, replace: String = definedExternally): Document\n    fun open(url: String, name: String,
    features: String): Window\n    fun close()\n    fun write(vararg text: String)\n    fun writeln(vararg text: String)\n
    fun hasFocus(): Boolean\n    fun execCommand(commandId: String, showUI: Boolean = definedExternally, value:
    String = definedExternally): Boolean\n    fun queryCommandEnabled(commandId: String): Boolean\n    fun
    queryCommandIndeterm(commandId: String): Boolean\n    fun queryCommandState(commandId: String):
    Boolean\n    fun queryCommandSupported(commandId: String): Boolean\n    fun
    queryCommandValue(commandId: String): String\n    fun clear()\n    fun captureEvents()\n    fun releaseEvents()\n
    fun elementFromPoint(x: Double, y: Double): Element?\n    fun elementsFromPoint(x: Double, y: Double):
    Array<Element>\n    fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?\n    fun createTouch(view:
    Window, target: EventTarget, identifier:
    Int, pageX: Int, pageY: Int, screenX: Int, screenY: Int): Touch\n    fun createTouchList(vararg touches: Touch):
    TouchList\n    fun exitFullscreen(): Promise<Unit>\n    override fun getElementById(elementId: String): Element?\n
    override fun prepend(vararg nodes: dynamic)\n    override fun append(vararg nodes: dynamic)\n    override fun
    querySelector(selectors: String): Element?\n    override fun querySelectorAll(selectors: String): NodeList\n
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n    override
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
    definedExternally */): DOMQuad\n    override fun convertRectFromNode(rect: DOMRectReadOnly, from:
    dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n    override fun
    convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
    definedExternally */): DOMPoint\n\n    companion object
    {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
        ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
        Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
        DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
        DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val

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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n
}\n}\n\n@Suppress("INVISIBLE_REFERENCE"),
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun Document.get(name: String):
dynamic = asDynamic()[name]\n\n/**\n * Exposes the JavaScript
[XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument)
to Kotlin\n *\npublic external open class XMLDocument : Document {\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\npublic external interface
ElementCreationOptions {\n  var `is`: String?\n  get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE"),
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ElementCreationOptions(`is`: String?
= undefined): ElementCreationOptions {\n  val o = js("{}")\n  o["is"] = `is`\n  return o\n}\n\n/**\n *
Exposes the JavaScript
[DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin\n
*\npublic external abstract class DOMImplementation {\n  fun createDocumentType(qualifiedName: String,
publicId: String, systemId: String): DocumentType\n  fun createDocument(namespace: String?, qualifiedName:
String, doctype: DocumentType? = definedExternally): XMLDocument\n  fun createHTMLDocument(title: String
= definedExternally): Document\n  fun hasFeature(): Boolean\n}\n\n/**\n * Exposes the JavaScript
[DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin\n *\npublic external
abstract class DocumentType : Node, ChildNode
{\n  open val name: String\n  open val publicId: String\n  open val systemId: String\n\n  companion object {\n
    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to
Kotlin\n *\npublic external open class DocumentFragment : Node, NonElementParentNode, ParentNode {\n
override val children: HTMLCollection\n  override val firstElementChild: Element?\n  override val
lastElementChild: Element?\n  override val childElementCount: Int\n  override fun getElementById(elementId:
String): Element?\n  override fun prepend(vararg nodes: dynamic)\n  override fun append(vararg nodes:
dynamic)\n  override fun querySelector(selectors: String): Element?\n  override fun querySelectorAll(selectors:
String): NodeList\n\n  companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val

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DOCUMENT_FRAGMENT_NODE: Short\n
  val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n      val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  } \n} \n \n /** \n * Exposes
the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin \n * \n public
external open class ShadowRoot : DocumentFragment, DocumentOrShadowRoot { \n  open val mode:
ShadowRootMode \n  open val host: Element \n  override val fullscreenElement: Element? \n \n  companion object
{ \n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val
ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE:
Short\n    val DOCUMENT_NODE:
Short\n    val DOCUMENT_TYPE_NODE: Short\n    val DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  } \n} \n \n /** \n * Exposes
the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin \n * \n public external
abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent,
UnionElementOrProcessingInstruction { \n  open val namespaceURI: String? \n  open val prefix: String? \n  open
val localName: String \n  open val tagName: String \n  open var id: String \n  open var className: String \n  open
val classList:
DOMTokenList \n  open var slot: String \n  open val attributes: NamedNodeMap \n  open val shadowRoot:
ShadowRoot? \n  open var scrollTop: Double \n  open var scrollLeft: Double \n  open val scrollWidth: Int \n
open val scrollHeight: Int \n  open val clientTop: Int \n  open val clientLeft: Int \n  open val clientWidth: Int \n
open val clientHeight: Int \n  open var innerHTML: String \n  open var outerHTML: String \n  fun hasAttributes():
Boolean \n  fun getAttributeNames(): Array<String> \n  fun getAttribute(qualifiedName: String): String? \n  fun
getAttributeNS(namespace: String?, localName: String): String? \n  fun setAttribute(qualifiedName: String, value:
String) \n  fun setAttributeNS(namespace: String?, qualifiedName: String, value: String) \n  fun
removeAttribute(qualifiedName: String) \n  fun removeAttributeNS(namespace: String?, localName: String) \n
fun hasAttribute(qualifiedName: String): Boolean \n  fun hasAttributeNS(namespace: String?, localName:
String): Boolean \n  fun getAttributeNode(qualifiedName: String): Attr? \n  fun getAttributeNodeNS(namespace:
String?, localName: String): Attr? \n  fun setAttributeNode(attr: Attr): Attr? \n  fun setAttributeNodeNS(attr: Attr):
Attr? \n  fun removeAttributeNode(attr: Attr): Attr? \n  fun attachShadow(init: ShadowRootInit): ShadowRoot \n
fun closest(selectors: String): Element? \n  fun matches(selectors: String): Boolean \n  fun
webkitMatchesSelector(selectors: String): Boolean \n  fun getElementsByTagName(qualifiedName: String):
HTMLCollection \n  fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection \n
fun getElementsByClassName(classNames: String): HTMLCollection \n  fun insertAdjacentElement(when: String,
element: Element): Element? \n  fun insertAdjacentText(when: String, data: String) \n  fun getClientRects():
Array<DOMRect> \n  fun getBoundingClientRect(): DOMRect \n  fun scrollIntoView() \n  fun
scrollIntoView(arg: dynamic) \n
  fun scroll(options: ScrollToOptions = definedExternally) \n  fun scroll(x: Double, y: Double) \n  fun
scrollTo(options: ScrollToOptions = definedExternally) \n  fun scrollTo(x: Double, y: Double) \n  fun
scrollBy(options: ScrollToOptions = definedExternally) \n  fun scrollBy(x: Double, y: Double) \n  fun
insertAdjacentHTML(position: String, text: String) \n  fun setPointerCapture(pointerId: Int) \n  fun
releasePointerCapture(pointerId: Int) \n  fun hasPointerCapture(pointerId: Int): Boolean \n  fun requestFullscreen():
Promise<Unit> \n \n  companion object { \n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:

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Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n
    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
interface ShadowRootInit {\n    var mode: ShadowRootMode?\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ShadowRootInit(mode:
ShadowRootMode?): ShadowRootInit {\n    val o = js(\\"({})\")\n    o[\"mode\"] = mode\n    return o\n}\n\n/**\n *
Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to
Kotlin\n */\npublic external abstract class NamedNodeMap : ItemArrayLike<Attr> {\n    fun
getItemNS(namespace: String?, localName: String): Attr?\n    fun setNamedItem(attr: Attr): Attr?\n    fun
setNamedItemNS(attr: Attr): Attr?\n
    fun removeNamedItem(qualifiedName: String): Attr?\n    fun removeNamedItemNS(namespace: String?,
localName: String): Attr?\n    override fun item(index: Int): Attr?\n    fun getItem(qualifiedName: String):
Attr?\n}\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun NamedNodeMap.get(index:
Int): Attr? = asDynamic()[index]\n\n@Suppress(\\"INVISIBLE_REFERENCE\",
\\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun
NamedNodeMap.get(qualifiedName: String): Attr? = asDynamic()[qualifiedName]\n\n/**\n * Exposes the
JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin\n */\npublic external abstract class
Attr : Node {\n    open val namespaceURI: String?\n    open val prefix: String?\n    open val localName: String\n    open val name: String\n    open var value: String\n    open val ownerElement: Element?\n    open val specified:
Boolean\n}\n\ncompanion object {\n
    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin\n */\npublic external
abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {\n    open var data: String\n
    open val length: Int\n    fun substringData(offset: Int, count: Int): String\n    fun appendData(data: String)\n    fun
insertData(offset: Int, data: String)\n    fun deleteData(offset: Int, count: Int)\n    fun replaceData(offset: Int, count:
Int, data: String)\n}\n\ncompanion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC:
    Short\n    }\n}\n\n/**\n * Exposes the JavaScript [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to
Kotlin\n */\npublic external open class Text(data: String = definedExternally) : CharacterData, Slotable,
GeometryUtils {\n    open val wholeText: String\n    override val assignedSlot: HTMLSlotElement?\n    override val
previousElementSibling: Element?\n    override val nextElementSibling: Element?\n    fun splitText(offset: Int):
Text\n    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n    override fun convertRectFromNode(rect: DOMRectReadOnly, from:
dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n    override fun
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */):
    DOMPoint\n    override fun before(vararg nodes: dynamic)\n    override fun after(vararg nodes: dynamic)\n
    override fun replaceWith(vararg nodes: dynamic)\n    override fun remove()\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin\n */\npublic external
open class CDATASection : Text {\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[ProcessingInstruction](https://developer.mozilla.org/en/docs/Web/API/ProcessingInstruction)
to Kotlin\n */\npublic external abstract class ProcessingInstruction : CharacterData, LinkStyle,
UnionElementOrProcessingInstruction {\n    open val target: String\n\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[Comment](https://developer.mozilla.org/en/docs/Web/API/Comment) to
Kotlin\n */\npublic external open class Comment(data: String = definedExternally) : CharacterData {\n    override

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val previousElementSibling: Element? override val nextElementSibling: Element? override fun
before(vararg nodes: dynamic) override fun after(vararg nodes: dynamic) override fun replaceWith(vararg
nodes: dynamic) override fun remove()\n\n companion object {\n    val ELEMENT_NODE: Short val
ATTRIBUTE_NODE: Short val TEXT_NODE: Short val CDATA_SECTION_NODE: Short val
ENTITY_REFERENCE_NODE: Short val ENTITY_NODE: Short val
PROCESSING_INSTRUCTION_NODE: Short val COMMENT_NODE: Short val
DOCUMENT_NODE: Short val DOCUMENT_TYPE_NODE: Short val
DOCUMENT_FRAGMENT_NODE: Short val NOTATION_NODE: Short val
DOCUMENT_POSITION_DISCONNECTED: Short\n
    val DOCUMENT_POSITION_PRECEDING: Short val DOCUMENT_POSITION_FOLLOWING:
Short val DOCUMENT_POSITION_CONTAINS: Short val
DOCUMENT_POSITION_CONTAINED_BY: Short val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short } \n\n /**\n * Exposes the JavaScript
[Range](https://developer.mozilla.org/en/docs/Web/API/Range) to Kotlin\n */\n public external open class Range {\n
    open val startContainer: Node\n    open val startOffset: Int\n    open val endContainer: Node\n    open val
endOffset: Int\n    open val collapsed: Boolean\n    open val commonAncestorContainer: Node\n    fun setStart(node:
Node, offset: Int)\n    fun setEnd(node: Node, offset: Int)\n    fun setStartBefore(node: Node)\n    fun
setStartAfter(node: Node)\n    fun setEndBefore(node: Node)\n    fun setEndAfter(node: Node)\n    fun
collapse(toStart: Boolean = definedExternally)\n    fun selectNode(node: Node)\n    fun selectNodeContents(node:
Node)\n    fun compareBoundaryPoints(how:
Short, sourceRange: Range): Short\n    fun deleteContents()\n    fun extractContents(): DocumentFragment\n    fun
cloneContents(): DocumentFragment\n    fun insertNode(node: Node)\n    fun surroundContents(newParent: Node)\n
    fun cloneRange(): Range\n    fun detach()\n    fun isPointInRange(node: Node, offset: Int): Boolean\n    fun
comparePoint(node: Node, offset: Int): Short\n    fun intersectsNode(node: Node): Boolean\n    fun getClientRects():
Array<DOMRect>\n    fun getBoundingClientRect(): DOMRect\n    fun createContextualFragment(fragment:
String): DocumentFragment\n\n    companion object {\n        val START_TO_START: Short val
START_TO_END: Short val END_TO_END: Short val END_TO_START: Short } \n\n /**\n * Exposes the JavaScript
[NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin\n */\n public external abstract class NodeIterator {\n
    open val root: Node\n    open val referenceNode: Node\n    open
val pointerBeforeReferenceNode:
Boolean\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    fun nextNode(): Node?\n    fun
previousNode(): Node?\n    fun detach()\n} \n\n /**\n * Exposes the JavaScript
[TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin\n */\n public external abstract
class TreeWalker {\n    open val root: Node\n    open val whatToShow: Int\n    open val filter: NodeFilter?\n    open
val currentNode: Node\n    fun parentNode(): Node?\n    fun firstChild(): Node?\n    fun lastChild(): Node?\n    fun
previousSibling(): Node?\n    fun nextSibling(): Node?\n    fun previousNode(): Node?\n    fun nextNode():
Node?\n} \n\n /**\n * Exposes the JavaScript
[NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin\n */\n public external interface NodeFilter {\n
    fun acceptNode(node: Node): Short\n\n    companion object {\n        val FILTER_ACCEPT: Short val
FILTER_REJECT:
Short val FILTER_SKIP: Short val SHOW_ALL: Int val SHOW_ELEMENT: Int val
SHOW_ATTRIBUTE: Int val SHOW_TEXT: Int val SHOW_CDATA_SECTION: Int val
SHOW_ENTITY_REFERENCE: Int val SHOW_ENTITY: Int val
SHOW_PROCESSING_INSTRUCTION: Int val SHOW_COMMENT: Int val SHOW_DOCUMENT:
Int val SHOW_DOCUMENT_TYPE: Int val SHOW_DOCUMENT_FRAGMENT: Int val
SHOW_NOTATION: Int } \n\n /**\n * Exposes the JavaScript
[DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin\n */\n public external

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```

abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean

    override fun item(index: Int): String?
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/** Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/** Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)

    override var x: Double
        override var y: Double
        override var z: Double
        override var w: Double
}

/** Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var z: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var w: Double? /* = 1.0 */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("{}")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/** Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin */
public external open class DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

/** Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double
    open val right: Double
    open val bottom: Double
    open val left: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var width: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var height: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("{}")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/** Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit =

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definedExternally)\n  constructor(rect: DOMRectInit)\n  open val p1: DOMPoint\n  open val p2: DOMPoint\n  open val p3: DOMPoint\n  open val p4: DOMPoint\n  open val bounds: DOMRectReadOnly}\n\n/**\n *
Exposes the JavaScript
[DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin\n
*/\npublic external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {\n  open val a: Double\n  open val b: Double\n  open val c: Double\n  open val d: Double\n  open val e: Double\n  open val f: Double\n  open val m11: Double\n  open val m12: Double\n  open val m13: Double\n  open val m14: Double\n  open val
m21: Double\n
  open val m22: Double\n  open val m23: Double\n  open val m24: Double\n  open val m31: Double\n  open
val m32: Double\n  open val m33: Double\n  open val m34: Double\n  open val m41: Double\n  open val m42:
Double\n  open val m43: Double\n  open val m44: Double\n  open val is2D: Boolean\n  open val isIdentity:
Boolean\n  fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix\n  fun scale(scale:
Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix\n  fun
scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double
= definedExternally): DOMMatrix\n  fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally,
scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally,
originZ: Double = definedExternally): DOMMatrix\n  fun rotate(angle: Double, originX: Double =
definedExternally,
  originY: Double = definedExternally): DOMMatrix\n  fun rotateFromVector(x: Double, y: Double):
DOMMatrix\n  fun rotateAxisAngle(x: Double, y: Double, z: Double, angle: Double): DOMMatrix\n  fun
skewX(sx: Double): DOMMatrix\n  fun skewY(sy: Double): DOMMatrix\n  fun multiply(other: DOMMatrix):
DOMMatrix\n  fun flipX(): DOMMatrix\n  fun flipY(): DOMMatrix\n  fun inverse(): DOMMatrix\n  fun
transformPoint(point: DOMPointInit = definedExternally): DOMPoint\n  fun toFloat32Array(): Float32Array\n
fun toFloat64Array(): Float64Array}\n\n/**\n * Exposes the JavaScript
[DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin\n
*/\npublic external open
class DOMMatrix() : DOMMatrixReadOnly {\n  constructor(transformList: String)\n  constructor(other:
DOMMatrixReadOnly)\n  constructor(array32: Float32Array)\n  constructor(array64: Float64Array)\n
constructor(numberSequence: Array<Double>)\n  override var a: Double\n  override var b:
Double\n  override var c: Double\n  override var d: Double\n  override var e: Double\n  override var f:
Double\n  override var m11: Double\n  override var m12: Double\n  override var m13: Double\n  override var
m14: Double\n  override var m21: Double\n  override var m22: Double\n  override var m23: Double\n  override
var m24: Double\n  override var m31: Double\n  override var m32: Double\n  override var m33: Double\n
override var m34: Double\n  override var m41: Double\n  override var m42: Double\n  override var m43:
Double\n  override var m44: Double\n  fun multiplySelf(other: DOMMatrix): DOMMatrix\n  fun
preMultiplySelf(other: DOMMatrix): DOMMatrix\n  fun translateSelf(tx: Double, ty: Double, tz: Double =
definedExternally): DOMMatrix\n  fun scaleSelf(scale: Double, originX: Double = definedExternally, originY:
Double = definedExternally): DOMMatrix\n  fun scale3dSelf(scale: Double, originX: Double = definedExternally,
originY: Double
    = definedExternally, originZ: Double = definedExternally): DOMMatrix\n  fun scaleNonUniformSelf(scaleX:
Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double =
definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix\n  fun
rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally):
DOMMatrix\n  fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix\n  fun rotateAxisAngleSelf(x:
Double, y: Double, z: Double, angle: Double): DOMMatrix\n  fun skewXSelf(sx: Double): DOMMatrix\n  fun
skewYSelf(sy: Double): DOMMatrix\n  fun invertSelf(): DOMMatrix\n  fun setMatrixValue(transformList:
String): DOMMatrix}\n\npublic external interface ScrollOptions {\n  var behavior: ScrollBehavior? /* =
ScrollBehavior.AUTO */\n  get() = definedExternally\n  set(value) =
definedExternally}\n\n@Suppress(\"INVISIBLE_REFERENCE\",

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\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic
inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions { \n val o =
js(\("{ }\}")\n o["behavior"] = behavior\n return o\n}\n\n/**\n * Exposes the JavaScript
[ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin\n */\npublic external
interface ScrollToOptions : ScrollOptions { \n var left: Double?\n get() = definedExternally\n set(value) =
definedExternally\n var top: Double?\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\ "INVISIBLE_REFERENCE" ),
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun ScrollToOptions(left: Double? =
undefined, top: Double? = undefined, behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollToOptions { \n
val o = js(\("{ }\}")\n o["left"] = left\n o["top"] = top\n o["behavior"] = behavior\n return o\n}\n\n/**\n *
Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList)
to Kotlin\n */\npublic external abstract class MediaQueryList : EventTarget { \n open val media: String\n open
val matches: Boolean\n open var onchange: ((Event) -> dynamic)?\n fun addListener(listener: EventListener?)\n
fun addListener(listener: ((Event) -> Unit)?)\n fun removeListener(listener: EventListener?)\n fun
removeListener(listener: ((Event) -> Unit)?)\n}\n\n/**\n * Exposes the JavaScript
[MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin\n
*/\npublic external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit =
definedExternally) : Event { \n open val media: String\n open val matches: Boolean\n\n companion object { \n
val NONE: Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val
BUBBLING_PHASE: Short\n } \n}\n\npublic external interface MediaQueryListEventInit
: EventInit { \n var media: String? /* = \"\" */\n get() = definedExternally\n set(value) =
definedExternally\n var matches: Boolean? /* = false */\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\ "INVISIBLE_REFERENCE" ),
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun MediaQueryListEventInit(media:
String? = \"\", matches: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed:
Boolean? = false): MediaQueryListEventInit { \n val o = js(\("{ }\}")\n o["media"] = media\n o["matches"] =
matches\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] = composed\n return
o\n}\n\n/**\n * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin\n
*/\npublic external abstract class Screen { \n open val availWidth: Int\n open val availHeight: Int\n open val
width: Int\n open val height:
Int\n open val colorDepth: Int\n open val pixelDepth: Int\n}\n\n/**\n * Exposes the JavaScript
[CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin\n */\npublic external
abstract class CaretPosition { \n open val offsetNode: Node\n open val offset: Int\n fun getClientRect():
DOMRect?\n}\n\npublic external interface ScrollIntoViewOptions : ScrollOptions { \n var block:
ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n get() = definedExternally\n set(value) =
definedExternally\n var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */\n get() =
definedExternally\n set(value) = definedExternally\n}\n\n@Suppress(\ "INVISIBLE_REFERENCE" ),
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun ScrollIntoViewOptions(block:
ScrollLogicalPosition? = ScrollLogicalPosition.CENTER, inline: ScrollLogicalPosition? =
ScrollLogicalPosition.CENTER, behavior: ScrollBehavior? =
ScrollBehavior.AUTO): ScrollIntoViewOptions { \n val o = js(\("{ }\}")\n o["block"] = block\n o["inline"] =
inline\n o["behavior"] = behavior\n return o\n}\n\npublic external interface BoxQuadOptions { \n var box:
CSSBoxType? /* = CSSBoxType.BORDER */\n get() = definedExternally\n set(value) =
definedExternally\n var relativeTo: dynamic\n get() = definedExternally\n set(value) =
definedExternally\n}\n\n@Suppress(\ "INVISIBLE_REFERENCE" ),
\ "INVISIBLE_MEMBER" )\n@kotlin.internal.InlineOnly\npublic inline fun BoxQuadOptions(box: CSSBoxType?
= CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions { \n val o = js(\("{ }\}")\n
o["box"] = box\n o["relativeTo"] = relativeTo\n return o\n}\n\npublic external interface

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ConvertCoordinateOptions { \n  var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */ \n    get() =
definedExternally \n    set(value) = definedExternally \n  var toBox: CSSBoxType? /* = CSSBoxType.BORDER
*/ \n    get() = definedExternally \n    set(value) =
definedExternally \n} \n \n @Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline fun ConvertCoordinateOptions(fromBox:
CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER):
ConvertCoordinateOptions { \n  val o = js("({})") \n  o["fromBox"] = fromBox \n  o["toBox"] = toBox \n
return o \n} \n \n /** \n * Exposes the JavaScript
[GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin \n */ \n public external
interface GeometryUtils { \n  fun getBoxQuads(options: BoxQuadOptions = definedExternally):
Array<DOMQuad> \n  fun convertQuadFromNode(quad: dynamic, from: dynamic, options:
ConvertCoordinateOptions = definedExternally): DOMQuad \n  fun convertRectFromNode(rect:
DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad \n  fun
convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions = definedExternally): DOMPoint \n} \n \n /** \n * Exposes the JavaScript
[Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin \n */ \n public external abstract class Touch
{ \n  open val identifier: Int \n  open val target: EventTarget \n  open val screenX: Int \n  open val screenY: Int \n
open val clientX: Int \n  open val clientY: Int \n  open val pageX: Int \n  open val pageY: Int \n  open val region:
String? \n} \n \n public external abstract class TouchList : ItemArrayLike<Touch> { \n  override fun item(index: Int):
Touch? \n} \n \n @Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline operator fun TouchList.get(index: Int):
Touch? = asDynamic()[index] \n \n public external open class TouchEvent : UIEvent { \n  open val touches:
TouchList \n  open val targetTouches: TouchList \n  open val changedTouches: TouchList \n  open val altKey:
Boolean \n  open val metaKey: Boolean \n  open val
ctrlKey: Boolean \n  open val shiftKey: Boolean \n \n  companion object { \n    val NONE: Short \n    val
CAPTURING_PHASE: Short \n    val AT_TARGET: Short \n    val BUBBLING_PHASE: Short \n  } \n} \n \n /** \n * Exposes the JavaScript [Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin \n
*/ \n public external open class Image(width: Int = definedExternally, height: Int = definedExternally) :
HTMLImageElement { \n  override var onabort: ((Event) -> dynamic)? \n  override var onblur: ((FocusEvent) ->
dynamic)? \n  override var onCancel: ((Event) -> dynamic)? \n  override var oncanplay: ((Event) -> dynamic)? \n
override var oncanplaythrough: ((Event) -> dynamic)? \n  override var onChange: ((Event) -> dynamic)? \n
override var onclick: ((MouseEvent) -> dynamic)? \n  override var onclose: ((Event) -> dynamic)? \n  override var
oncontextmenu: ((MouseEvent) -> dynamic)? \n  override var oncuechange: ((Event) -> dynamic)? \n  override var
ondblclick: ((MouseEvent)
-> dynamic)? \n  override var ondrag: ((DragEvent) -> dynamic)? \n  override var ondragend: ((DragEvent) ->
dynamic)? \n  override var ondragenter: ((DragEvent) -> dynamic)? \n  override var ondragexit: ((DragEvent) ->
dynamic)? \n  override var ondragleave: ((DragEvent) -> dynamic)? \n  override var ondragover: ((DragEvent) ->
dynamic)? \n  override var ondragstart: ((DragEvent) -> dynamic)? \n  override var ondrop: ((DragEvent) ->
dynamic)? \n  override var ondurationchange: ((Event) -> dynamic)? \n  override var onemptied: ((Event) ->
dynamic)? \n  override var onended: ((Event) -> dynamic)? \n  override var onerror: ((dynamic, String, Int, Int,
Any?) -> dynamic)? \n  override var onfocus: ((FocusEvent) -> dynamic)? \n  override var oninput: ((InputEvent) -
> dynamic)? \n  override var oninvalid: ((Event) -> dynamic)? \n  override var onkeydown: ((KeyboardEvent) ->
dynamic)? \n  override var onkeypress: ((KeyboardEvent) -> dynamic)? \n  override var onkeyup:
((KeyboardEvent) -> dynamic)? \n  override var onload: ((Event) -> dynamic)? \n  override var onloadeddata:
((Event) -> dynamic)? \n  override var onloadedmetadata: ((Event) -> dynamic)? \n  override var onloadend:
((Event) -> dynamic)? \n  override var onloadstart: ((ProgressEvent) -> dynamic)? \n  override var onmousedown:
((MouseEvent) -> dynamic)? \n  override var onmouseenter: ((MouseEvent) -> dynamic)? \n  override var
onmouseleave: ((MouseEvent) -> dynamic)? \n  override var onmousemove: ((MouseEvent) -> dynamic)? \n

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override var onmouseout: ((MouseEvent) -> dynamic)?\n  override var onmouseover: ((MouseEvent) ->
dynamic)?\n  override var onmouseup: ((MouseEvent) -> dynamic)?\n  override var onwheel: ((WheelEvent) ->
dynamic)?\n  override var onpause: ((Event) -> dynamic)?\n  override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n  override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange:
((Event) -> dynamic)?\n  override var onreset: ((Event) -> dynamic)?\n  override var onresize: ((Event) ->
dynamic)?\n  override var onscroll: ((Event) -> dynamic)?\n  override var onseeked: ((Event) -> dynamic)?\n
override var onseeking: ((Event) -> dynamic)?\n  override var onselect: ((Event) -> dynamic)?\n  override var
onshow: ((Event) -> dynamic)?\n  override var onstalled: ((Event) -> dynamic)?\n  override var onsubmit:
((Event) -> dynamic)?\n  override var onsuspend: ((Event) -> dynamic)?\n  override var ontimeupdate: ((Event) -
> dynamic)?\n  override var ontoggle: ((Event) -> dynamic)?\n  override var onvolumechange: ((Event) ->
dynamic)?\n  override var onwaiting: ((Event) -> dynamic)?\n  override var ongotpointercapture: ((PointerEvent)
-> dynamic)?\n  override var onlostpointercapture: ((PointerEvent) -> dynamic)?\n  override var onpointerdown:
((PointerEvent) -> dynamic)?\n  override var onpointermove: ((PointerEvent) -> dynamic)?\n
  override var onpointerup: ((PointerEvent) -> dynamic)?\n  override var onpointercancel: ((PointerEvent) ->
dynamic)?\n  override var onpointerover: ((PointerEvent) -> dynamic)?\n  override var onpointerout:
((PointerEvent) -> dynamic)?\n  override var onpointerenter: ((PointerEvent) -> dynamic)?\n  override var
onpointerleave: ((PointerEvent) -> dynamic)?\n  override var oncopy: ((ClipboardEvent) -> dynamic)?\n  override
var oncut: ((ClipboardEvent) -> dynamic)?\n  override var onpaste: ((ClipboardEvent) -> dynamic)?\n  override
var contentEditable: String\n  override val isContentEditable: Boolean\n  override val style:
CSSStyleDeclaration\n  override val children: HTMLCollection\n  override val firstElementChild: Element?\n
override val lastElementChild: Element?\n  override val childElementCount: Int\n  override val
previousElementSibling: Element?\n  override val nextElementSibling: Element?\n  override val assignedSlot:
HTMLSlotElement?\n
  override fun prepend(vararg nodes: dynamic)\n  override fun append(vararg nodes: dynamic)\n  override fun
querySelector(selectors: String): Element?\n  override fun querySelectorAll(selectors: String): NodeList\n
override fun before(vararg nodes: dynamic)\n  override fun after(vararg nodes: dynamic)\n  override fun
replaceWith(vararg nodes: dynamic)\n  override fun remove()\n  override fun getBoxQuads(options:
BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n  override fun convertQuadFromNode(quad:
dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n  override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n  companion object {\n    val
ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE:
Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n\n  public external open class
Audio(src: String = definedExternally) : HTMLAudioElement {\n    override var onabort: ((Event) -> dynamic)?\n
override var onblur: ((FocusEvent) -> dynamic)?\n  override var oncancel: ((Event) -> dynamic)?\n  override var
oncanplay: ((Event) -> dynamic)?\n
    override var oncanplaythrough: ((Event) -> dynamic)?\n  override var onchange: ((Event) -> dynamic)?\n
override var onclick: ((MouseEvent) -> dynamic)?\n  override var onclose: ((Event) -> dynamic)?\n  override var

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oncontextmenu: ((MouseEvent) -> dynamic)?\n  override var oncuechange: ((Event) -> dynamic)?\n  override var
ondblclick: ((MouseEvent) -> dynamic)?\n  override var ondrag: ((DragEvent) -> dynamic)?\n  override var
ondragend: ((DragEvent) -> dynamic)?\n  override var ondragenter: ((DragEvent) -> dynamic)?\n  override var
ondragexit: ((DragEvent) -> dynamic)?\n  override var ondragleave: ((DragEvent) -> dynamic)?\n  override var
ondragover: ((DragEvent) -> dynamic)?\n  override var ondragstart: ((DragEvent) -> dynamic)?\n  override var
ondrop: ((DragEvent) -> dynamic)?\n  override var ondurationchange: ((Event) -> dynamic)?\n  override var
onemptied: ((Event) -> dynamic)?\n  override var onended: ((Event) -> dynamic)?\n  override var
onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?\n  override var onfocus: ((FocusEvent) -> dynamic)?\n
override var oninput: ((InputEvent) -> dynamic)?\n  override var oninvalid: ((Event) -> dynamic)?\n  override var
onkeydown: ((KeyboardEvent) -> dynamic)?\n  override var onkeypress: ((KeyboardEvent) -> dynamic)?\n
override var onkeyup: ((KeyboardEvent) -> dynamic)?\n  override var onload: ((Event) -> dynamic)?\n  override
var onloadeddata: ((Event) -> dynamic)?\n  override var onloadedmetadata: ((Event) -> dynamic)?\n  override var
onloadend: ((Event) -> dynamic)?\n  override var onloadstart: ((ProgressEvent) -> dynamic)?\n  override var
onmousedown: ((MouseEvent) -> dynamic)?\n  override var onmouseenter: ((MouseEvent) -> dynamic)?\n
override var onmouseleave: ((MouseEvent) -> dynamic)?\n  override var onmousemove: ((MouseEvent) ->
dynamic)?\n  override var onmouseout: ((MouseEvent) -> dynamic)?\n  override var onmouseover:
((MouseEvent)
-> dynamic)?\n  override var onmouseup: ((MouseEvent) -> dynamic)?\n  override var onwheel: ((WheelEvent) -
> dynamic)?\n  override var onpause: ((Event) -> dynamic)?\n  override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n  override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange: ((Event) -> dynamic)?\n  override var onreset: ((Event) -> dynamic)?\n  override var
onresize: ((Event) -> dynamic)?\n  override var onscroll: ((Event) -> dynamic)?\n  override var onseeked:
((Event) -> dynamic)?\n  override var onseeking: ((Event) -> dynamic)?\n  override var onselect: ((Event) ->
dynamic)?\n  override var onshow: ((Event) -> dynamic)?\n  override var onstalled: ((Event) -> dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n  override var onsuspend: ((Event) -> dynamic)?\n  override var
ontimeupdate: ((Event) -> dynamic)?\n  override var ontoggle: ((Event) -> dynamic)?\n  override
var onvolumechange: ((Event) -> dynamic)?\n  override var onwaiting: ((Event) -> dynamic)?\n  override var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n  override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n  override var onpointerdown: ((PointerEvent) -> dynamic)?\n  override var onpointermove:
((PointerEvent) -> dynamic)?\n  override var onpointerup: ((PointerEvent) -> dynamic)?\n  override var
onpointercancel: ((PointerEvent) -> dynamic)?\n  override var onpointerover: ((PointerEvent) -> dynamic)?\n
override var onpointerout: ((PointerEvent) -> dynamic)?\n  override var onpointerenter: ((PointerEvent) ->
dynamic)?\n  override var onpointerleave: ((PointerEvent) -> dynamic)?\n  override var oncopy:
((ClipboardEvent) -> dynamic)?\n  override var oncut: ((ClipboardEvent) -> dynamic)?\n  override var onpaste:
((ClipboardEvent) -> dynamic)?\n  override var contentEditable: String\n  override val isContentEditable:
Boolean\n  override
val style: CSSStyleDeclaration\n  override val children: HTMLCollection\n  override val firstElementChild:
Element?\n  override val lastElementChild: Element?\n  override val childElementCount: Int\n  override val
previousElementSibling: Element?\n  override val nextElementSibling: Element?\n  override val assignedSlot:
HTMLSlotElement?\n  override fun prepend(vararg nodes: dynamic)\n  override fun append(vararg nodes:
dynamic)\n  override fun querySelector(selectors: String): Element?\n  override fun querySelectorAll(selectors:
String): NodeList\n  override fun before(vararg nodes: dynamic)\n  override fun after(vararg nodes: dynamic)\n
override fun replaceWith(vararg nodes: dynamic)\n  override fun remove()\n  override fun getBoxQuads(options:
BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n  override fun convertQuadFromNode(quad:
dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n  override
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n  override fun convertPointFromNode(point: DOMPointInit, from: dynamic,
options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n  companion object {\n    val

```

```

NETWORK_EMPTY: Short\n    val NETWORK_IDLE: Short\n    val NETWORK_LOADING: Short\n
val NETWORK_NO_SOURCE: Short\n    val HAVE_NOTHING: Short\n    val HAVE_METADATA:
Short\n    val HAVE_CURRENT_DATA: Short\n    val HAVE_FUTURE_DATA: Short\n    val
HAVE_ENOUGH_DATA: Short\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    } \n} \n \n /** \n * Exposes the JavaScript
[Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin \n * \n public external open class
Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean =
definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement { \n    override var onabort:
((Event) -> dynamic)? \n    override var onblur: ((FocusEvent) -> dynamic)? \n    override var oncancel: ((Event) ->
dynamic)? \n    override var oncanplay: ((Event) -> dynamic)? \n    override var oncanplaythrough: ((Event) ->
dynamic)? \n    override var onchange: ((Event)
-> dynamic)? \n    override var onclick: ((MouseEvent) -> dynamic)? \n    override var onclose: ((Event) ->
dynamic)? \n    override var oncontextmenu: ((MouseEvent) -> dynamic)? \n    override var oncuechange: ((Event) ->
dynamic)? \n    override var ondblclick: ((MouseEvent) -> dynamic)? \n    override var ondrag: ((DragEvent) ->
dynamic)? \n    override var ondragend: ((DragEvent) -> dynamic)? \n    override var ondragenter: ((DragEvent) ->
dynamic)? \n    override var ondragexit: ((DragEvent) -> dynamic)? \n    override var ondragleave: ((DragEvent) ->
dynamic)? \n    override var ondragover: ((DragEvent) -> dynamic)? \n    override var ondragstart: ((DragEvent) ->
dynamic)? \n    override var ondrop: ((DragEvent) -> dynamic)? \n    override var ondurationchange: ((Event) ->
dynamic)? \n    override var onemptied: ((Event) -> dynamic)? \n    override var onended: ((Event) -> dynamic)? \n
override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)? \n    override var onfocus: ((FocusEvent)
-> dynamic)? \n    override var oninput: ((InputEvent) -> dynamic)? \n    override var oninvalid: ((Event) ->
dynamic)? \n    override var onkeydown: ((KeyboardEvent) -> dynamic)? \n    override var onkeypress:
((KeyboardEvent) -> dynamic)? \n    override var onkeyup: ((KeyboardEvent) -> dynamic)? \n    override var onload:
((Event) -> dynamic)? \n    override var onloadeddata: ((Event) -> dynamic)? \n    override var onloadedmetadata:
((Event) -> dynamic)? \n    override var onloadend: ((Event) -> dynamic)? \n    override var onloadstart:
((ProgressEvent) -> dynamic)? \n    override var onmousedown: ((MouseEvent) -> dynamic)? \n    override var
onmouseenter: ((MouseEvent) -> dynamic)? \n    override var onmouseleave: ((MouseEvent) -> dynamic)? \n
override var onmousemove: ((MouseEvent) -> dynamic)? \n    override var onmouseout: ((MouseEvent) ->
dynamic)? \n    override var onmouseover: ((MouseEvent) -> dynamic)? \n    override var onmouseup: ((MouseEvent)
-> dynamic)? \n    override var onwheel:
((WheelEvent) -> dynamic)? \n    override var onpause: ((Event) -> dynamic)? \n    override var onplay: ((Event) ->
dynamic)? \n    override var onplaying: ((Event) -> dynamic)? \n    override var onprogress: ((ProgressEvent) ->
dynamic)? \n    override var onratechange: ((Event) -> dynamic)? \n    override var onreset: ((Event) -> dynamic)? \n
override var onresize: ((Event) -> dynamic)? \n    override var onscroll: ((Event) -> dynamic)? \n    override var
onseeked: ((Event) -> dynamic)? \n    override var onseeking: ((Event) -> dynamic)? \n    override var onselect:
((Event) -> dynamic)? \n    override var onshow: ((Event) -> dynamic)? \n    override var onstalled: ((Event) ->
dynamic)? \n    override var onsubmit: ((Event) -> dynamic)? \n    override var onsuspend: ((Event) -> dynamic)? \n
override var ontimeupdate: ((Event) -> dynamic)? \n    override var ontoggle: ((Event) -> dynamic)? \n    override var
onvolumechange: ((Event) -> dynamic)? \n    override var onwaiting: ((Event) -> dynamic)? \n

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    override var ongotpointercapture: ((PointerEvent) -> dynamic)?\n    override var onlostpointercapture:
((PointerEvent) -> dynamic)?\n    override var onpointerdown: ((PointerEvent) -> dynamic)?\n    override var
onpointermove: ((PointerEvent) -> dynamic)?\n    override var onpointerup: ((PointerEvent) -> dynamic)?\n
override var onpointercancel: ((PointerEvent) -> dynamic)?\n    override var onpointerover: ((PointerEvent) ->
dynamic)?\n    override var onpointerout: ((PointerEvent) -> dynamic)?\n    override var onpointerenter:
((PointerEvent) -> dynamic)?\n    override var onpointerleave: ((PointerEvent) -> dynamic)?\n    override var
oncopy: ((ClipboardEvent) -> dynamic)?\n    override var oncut: ((ClipboardEvent) -> dynamic)?\n    override var
onpaste: ((ClipboardEvent) -> dynamic)?\n    override var contentEditable: String\n    override val
isContentEditable: Boolean\n    override val style: CSSStyleDeclaration\n    override val children:
HTMLCollection\n    override val
    firstElementChild: Element?\n    override val lastElementChild: Element?\n    override val childElementCount:
Int\n    override val previousElementSibling: Element?\n    override val nextElementSibling: Element?\n    override
val assignedSlot: HTMLSlotElement?\n    override fun prepend(vararg nodes: dynamic)\n    override fun
append(vararg nodes: dynamic)\n    override fun querySelector(selectors: String): Element?\n    override fun
querySelectorAll(selectors: String): NodeList\n    override fun before(vararg nodes: dynamic)\n    override fun
after(vararg nodes: dynamic)\n    override fun replaceWith(vararg nodes: dynamic)\n    override fun remove()\n
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n    override
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n    override fun convertRectFromNode(rect: DOMRectReadOnly, from:
dynamic, options: ConvertCoordinateOptions
/* = definedExternally */): DOMQuad\n    override fun convertPointFromNode(point: DOMPointInit, from:
dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint\n\n    companion object {\n
val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val
CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE:
Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n\n    public external interface
    UnionElementOrHTMLCollection\n\n    public external interface UnionElementOrRadioNodeList\n\n    public external
interface UnionHTMLOptGroupElementOrHTMLOptionElement\n\n    public external interface
    UnionAudioTrackOrTextTrackOrVideoTrack\n\n    public external interface UnionElementOrMouseEvent\n\n    public
external interface UnionMessagePortOrWindowProxy\n\n    public external interface MediaPlayer\n\n    public
external interface RenderingContext\n\n    public external interface HTMLOrSVGImageElement :
    CanvasImageSource\n\n    public external interface CanvasImageSource : ImageBitmapSource\n\n    public external
interface ImageBitmapSource\n\n    public external interface HTMLOrSVGScriptElement\n\n    /* please, don't
implement this interface!
*/\n\n    @JsName("")\n    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n    public external
interface DocumentReadyState {\n    companion object\n\n\n    public inline val
    DocumentReadyState.Companion.LOADING: DocumentReadyState get() =
    "loading".asDynamic().unsafeCast<DocumentReadyState>()\n\n    public
    inline val DocumentReadyState.Companion.INTERACTIVE: DocumentReadyState get() =
    "interactive".asDynamic().unsafeCast<DocumentReadyState>()\n\n    public inline val
    DocumentReadyState.Companion.COMPLETE: DocumentReadyState get() =
    "complete".asDynamic().unsafeCast<DocumentReadyState>()\n\n    /* please, don't implement this interface!
*/\n\n    @JsName("")\n    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n    public external

```



```

*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface CanvasLineCap {\n  companion object\n}\n\npublic inline val CanvasLineCap.Companion.BUTT:
CanvasLineCap get() = "butt".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val
CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
"round".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.SQUARE:
CanvasLineCap get() = "square".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this
interface! */\n\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface CanvasLineJoin {\n  companion object\n}\n\npublic inline val
CanvasLineJoin.Companion.ROUND: CanvasLineJoin get() =
"round".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val CanvasLineJoin.Companion.BEVEL:
CanvasLineJoin get() = "bevel".asDynamic().unsafeCast<CanvasLineJoin>()\n\npublic inline val
CanvasLineJoin.Companion.MITER: CanvasLineJoin get() =
"miter".asDynamic().unsafeCast<CanvasLineJoin>()\n\n/* please, don't implement this interface! */
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface CanvasTextAlign {\n  companion object\n}\n\npublic inline val CanvasTextAlign.Companion.START:
CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.END: CanvasTextAlign get() =
"end".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val CanvasTextAlign.Companion.LEFT:
CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() =
"right".asDynamic().unsafeCast<CanvasTextAlign>()\n\npublic inline val
CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() =
"center".asDynamic().unsafeCast<CanvasTextAlign>()\n\n/*
please, don't implement this interface! */
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface CanvasTextBaseline {\n  companion object\n}\n\npublic inline val CanvasTextBaseline.Companion.TOP:
CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() =
"hanging".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() =
"middle".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() =
"alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() =
"ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()\n\npublic inline val
CanvasTextBaseline.Companion.BOTTOM:
CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()\n\n/* please, don't
implement this interface! */
*\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface CanvasDirection {\n  companion object\n}\n\npublic inline val CanvasDirection.Companion.LTR:
CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val
CanvasDirection.Companion.RTL: CanvasDirection get() =
"rtl".asDynamic().unsafeCast<CanvasDirection>()\n\npublic inline val CanvasDirection.Companion.INHERIT:
CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()\n\n/* please, don't implement this
interface! */\n\n@jsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface ScrollRestoration {\n  companion object\n}\n\npublic inline val
ScrollRestoration.Companion.AUTO: ScrollRestoration get() =
"auto".asDynamic().unsafeCast<ScrollRestoration>()\n\npublic

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inline val ScrollRestoration.Companion.MANUAL: ScrollRestoration get() =
\"manual\".asDynamic().unsafeCast<ScrollRestoration>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ImageOrientation {\n  companion object\n}\n\npublic inline val ImageOrientation.Companion.NONE:
ImageOrientation get() = \"none\".asDynamic().unsafeCast<ImageOrientation>()\n\npublic inline val
ImageOrientation.Companion.FLIPY: ImageOrientation get() =
\"flipY\".asDynamic().unsafeCast<ImageOrientation>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface PremultiplyAlpha {\n  companion object\n}\n\npublic inline val PremultiplyAlpha.Companion.NONE:
PremultiplyAlpha get() = \"none\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get()
= \"premultiply\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\npublic inline val
PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() =
\"default\".asDynamic().unsafeCast<PremultiplyAlpha>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ColorSpaceConversion {\n  companion object\n}\n\npublic inline val
ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
\"none\".asDynamic().unsafeCast<ColorSpaceConversion>()\n\npublic inline val
ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() =
\"default\".asDynamic().unsafeCast<ColorSpaceConversion>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ResizeQuality {\n  companion object\n}\n\npublic inline val ResizeQuality.Companion.PIXELATED:
ResizeQuality get() = \"pixelated\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic
inline val ResizeQuality.Companion.LOW: ResizeQuality get() =
\"low\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val ResizeQuality.Companion.MEDIUM:
ResizeQuality get() = \"medium\".asDynamic().unsafeCast<ResizeQuality>()\n\npublic inline val
ResizeQuality.Companion.HIGH: ResizeQuality get() = \"high\".asDynamic().unsafeCast<ResizeQuality>()\n\n/*
please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface BinaryType {\n  companion object\n}\n\npublic inline val BinaryType.Companion.BLOB: BinaryType
get() = \"blob\".asDynamic().unsafeCast<BinaryType>()\n\npublic inline val
BinaryType.Companion.ARRAYBUFFER: BinaryType get() =
\"arraybuffer\".asDynamic().unsafeCast<BinaryType>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface WorkerType {\n  companion object\n}\n\npublic inline val
WorkerType.Companion.CLASSIC: WorkerType get() =
\"classic\".asDynamic().unsafeCast<WorkerType>()\n\npublic inline val WorkerType.Companion.MODULE:
WorkerType get() = \"module\".asDynamic().unsafeCast<WorkerType>()\n\n/* please, don't implement this
interface! *\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic
external interface ShadowRootMode {\n  companion object\n}\n\npublic inline val
ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
\"open\".asDynamic().unsafeCast<ShadowRootMode>()\n\npublic inline val
ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
\"closed\".asDynamic().unsafeCast<ShadowRootMode>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ScrollBehavior {\n  companion object\n}\n\npublic inline val ScrollBehavior.Companion.AUTO:
ScrollBehavior get() = \"auto\".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val
ScrollBehavior.Companion.INSTANT:

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ScrollBehavior get() = \"instant\".asDynamic().unsafeCast<ScrollBehavior>()\n\npublic inline val
ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() =
\"smooth\".asDynamic().unsafeCast<ScrollBehavior>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ScrollLogicalPosition {\n    companion object\n}\n\npublic inline val
ScrollLogicalPosition.Companion.START: ScrollLogicalPosition get() =
\"start\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =
\"center\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
\"end\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\npublic inline val
ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() =
\"nearest\".asDynamic().unsafeCast<ScrollLogicalPosition>()\n\n\n/*
please, don't implement this interface!
*\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface CSSBoxType {\n    companion object\n}\n\n\npublic inline val CSSBoxType.Companion.MARGIN:
CSSBoxType get() = \"margin\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val
CSSBoxType.Companion.BORDER: CSSBoxType get() =
\"border\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val CSSBoxType.Companion.PADDING:
CSSBoxType get() = \"padding\".asDynamic().unsafeCast<CSSBoxType>()\n\npublic inline val
CSSBoxType.Companion.CONTENT: CSSBoxType get() =
\"content\".asDynamic().unsafeCast<CSSBoxType>()\" , /*\n\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n\n *\n\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n//
See github.com/kotlin/dukat for details\n\n\npackage org.w3c.fetch\n\n\nimport
kotlin.js.*\n\nimport org.khronos.webgl.*\n\nimport org.w3c.files.*\n\nimport org.w3c.xhr.*\n\n\n/**\n\n * Exposes the
JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin\n\n *\n\n\npublic external open
class Headers(init: dynamic = definedExternally) {\n    fun append(name: String, value: String)\n    fun delete(name:
String)\n    fun get(name: String): String?\n    fun has(name: String): Boolean\n    fun set(name: String, value:
String)\n}\n\n\n/**\n\n * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to
Kotlin\n\n *\n\n\npublic external interface Body {\n    val bodyUsed: Boolean\n    fun arrayBuffer():
Promise<ArrayBuffer>\n    fun blob(): Promise<Blob>\n    fun formData(): Promise<FormData>\n    fun json():
Promise<Any?>\n    fun text(): Promise<String>\n}\n\n\n/**\n\n * Exposes the JavaScript
[Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin\n\n *\n\n\npublic external open class
Request(input: dynamic,
init: RequestInit = definedExternally) : Body {\n    open val method: String\n    open val url: String\n    open val
headers: Headers\n    open val type: RequestType\n    open val destination: RequestDestination\n    open val referrer:
String\n    open val referrerPolicy: dynamic\n    open val mode: RequestMode\n    open val credentials:
RequestCredentials\n    open val cache: RequestCache\n    open val redirect: RequestRedirect\n    open val integrity:
String\n    open val keepalive: Boolean\n    override val bodyUsed: Boolean\n    fun clone(): Request\n    override
fun arrayBuffer(): Promise<ArrayBuffer>\n    override fun blob(): Promise<Blob>\n    override fun formData():
Promise<FormData>\n    override fun json(): Promise<Any?>\n    override fun text(): Promise<String>\n}\n\n\npublic
external interface RequestInit {\n    var method: String?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var headers: dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n
var body: dynamic\n    get() = definedExternally\n    set(value) =
definedExternally\n    var referrer: String?\n    get() = definedExternally\n    set(value) = definedExternally\n
var referrerPolicy: dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n    var mode:
RequestMode?\n    get() = definedExternally\n    set(value) = definedExternally\n    var credentials:

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RequestCredentials? \n    get() = definedExternally \n    set(value) = definedExternally \n    var cache:
RequestCache? \n    get() = definedExternally \n    set(value) = definedExternally \n    var redirect:
RequestRedirect? \n    get() = definedExternally \n    set(value) = definedExternally \n    var integrity: String? \n
    get() = definedExternally \n    set(value) = definedExternally \n    var keepalive: Boolean? \n    get() =
definedExternally \n    set(value) = definedExternally \n    var window:
Any? \n    get() = definedExternally \n    set(value) =
definedExternally \n} \n \n @Suppress(\ "INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline fun RequestInit(method: String? =
undefined, headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy:
dynamic = undefined, mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache:
RequestCache? = undefined, redirect: RequestRedirect? = undefined, integrity: String? = undefined, keepalive:
Boolean? = undefined, window: Any? = undefined): RequestInit { \n    val o = js(\ "{ }") \n    o["method"] =
method \n    o["headers"] = headers \n    o["body"] = body \n    o["referrer"] = referrer \n    o["referrerPolicy"] =
referrerPolicy \n    o["mode"] = mode \n    o["credentials"] = credentials \n    o["cache"] = cache \n    o["redirect"] =
redirect \n    o["integrity"] = integrity \n    o["keepalive"] = keepalive \n    o["window"]
= window \n    return o \n} \n \n /** \n * Exposes the JavaScript
[Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin \n * \n public external open class
Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body { \n    open val type:
ResponseType \n    open val url: String \n    open val redirected: Boolean \n    open val status: Short \n    open val ok:
Boolean \n    open val statusText: String \n    open val headers: Headers \n    open val body: dynamic \n    open val
trailer: Promise<Headers> \n    override val bodyUsed: Boolean \n    fun clone(): Response \n    override fun
arrayBuffer(): Promise<ArrayBuffer> \n    override fun blob(): Promise<Blob> \n    override fun formData():
Promise<FormData> \n    override fun json(): Promise<Any?> \n    override fun text(): Promise<String> \n \n
companion object { \n    fun error(): Response \n    fun redirect(url: String, status: Short = definedExternally):
Response \n    } \n} \n \n public external
interface ResponseInit { \n    var status: Short? /* = 200 */ \n    get() = definedExternally \n    set(value) =
definedExternally \n    var statusText: String? /* = "OK" */ \n    get() = definedExternally \n    set(value) =
definedExternally \n    var headers: dynamic \n    get() = definedExternally \n    set(value) =
definedExternally \n} \n \n @Suppress(\ "INVISIBLE_REFERENCE",
\ "INVISIBLE_MEMBER") \n @kotlin.internal.InlineOnly \n public inline fun ResponseInit(status: Short? = 200,
statusText: String? = "OK", headers: dynamic = undefined): ResponseInit { \n    val o = js(\ "{ }") \n    o["status"]
= status \n    o["statusText"] = statusText \n    o["headers"] = headers \n    return o \n} \n \n /** please, don't implement
this interface! \n * \n @JsName(\ "null") \n @Suppress(\ "NESTED_CLASS_IN_EXTERNAL_INTERFACE") \n public
external interface RequestType { \n    companion object \n} \n \n public inline val RequestType.Companion.EMPTY:
RequestType get() = \ " \n .asDynamic().unsafeCast<RequestType>() \n \n public
inline val RequestType.Companion.AUDIO: RequestType get() =
\ "audio" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val RequestType.Companion.FONT:
RequestType get() = \ "font" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val
RequestType.Companion.IMAGE: RequestType get() =
\ "image" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val RequestType.Companion.SCRIPT:
RequestType get() = \ "script" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val
RequestType.Companion.STYLE: RequestType get() =
\ "style" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val RequestType.Companion.TRACK:
RequestType get() = \ "track" \n .asDynamic().unsafeCast<RequestType>() \n \n public inline val
RequestType.Companion.VIDEO: RequestType get() = \ "video" \n .asDynamic().unsafeCast<RequestType>() \n \n /**
please, don't implement this interface! \n * \n @JsName(\ "null") \n @Suppress(\ "NESTED_CLASS_IN_EXTERNAL_INTERFACE") \n public external
interface RequestDestination

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    {\n  companion object\n}\n\npublic inline val RequestDestination.Companion.EMPTY: RequestDestination get()
= \"\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.DOCUMENT: RequestDestination get() =
\"document\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.EMBED: RequestDestination get() =
\"embed\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.FONT: RequestDestination get() =
\"font\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.IMAGE: RequestDestination get() =
\"image\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.MANIFEST: RequestDestination get() =
\"manifest\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.MEDIA: RequestDestination get() =
\"media\".asDynamic().unsafeCast<RequestDestination>()\n\npublic
inline val RequestDestination.Companion.OBJECT: RequestDestination get() =
\"object\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.REPORT: RequestDestination get() =
\"report\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.SCRIPT: RequestDestination get() =
\"script\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.SERVICEWORKER: RequestDestination get() =
\"serviceworker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.SHAREDWORKER: RequestDestination get() =
\"sharedworker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.STYLE: RequestDestination get() =
\"style\".asDynamic().unsafeCast<RequestDestination>()\n\npublic inline val
RequestDestination.Companion.WORKER: RequestDestination get() =
\"worker\".asDynamic().unsafeCast<RequestDestination>()\n\npublic
inline val RequestDestination.Companion.XSLT: RequestDestination get() =
\"xslt\".asDynamic().unsafeCast<RequestDestination>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface RequestMode {\n  companion object\n}\n\npublic inline val RequestMode.Companion.NAVIGATE:
RequestMode get() = \"navigate\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val
RequestMode.Companion.SAME_ORIGIN: RequestMode get() = \"same-
origin\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val RequestMode.Companion.NO_CORS:
RequestMode get() = \"no-cors\".asDynamic().unsafeCast<RequestMode>()\n\npublic inline val
RequestMode.Companion.CORS: RequestMode get() = \"cors\".asDynamic().unsafeCast<RequestMode>()\n\n/*
please, don't implement this interface!
*\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface RequestCredentials
{\n  companion object\n}\n\npublic inline val RequestCredentials.Companion.OMIT: RequestCredentials get() =
\"omit\".asDynamic().unsafeCast<RequestCredentials>()\n\npublic inline val
RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = \"same-
origin\".asDynamic().unsafeCast<RequestCredentials>()\n\npublic inline val
RequestCredentials.Companion.INCLUDE: RequestCredentials get() =
\"include\".asDynamic().unsafeCast<RequestCredentials>()\n\n/* please, don't implement this interface!
*\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface RequestCache {\n  companion object\n}\n\npublic inline val RequestCache.Companion.DEFAULT:

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RequestCache get() = \"default\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.NO_STORE: RequestCache get() = \"no-
store\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val RequestCache.Companion.RELOAD:
RequestCache get() = \"reload\".asDynamic().unsafeCast<RequestCache>()\n\npublic
inline val RequestCache.Companion.NO_CACHE: RequestCache get() = \"no-
cache\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.FORCE_CACHE: RequestCache get() = \"force-
cache\".asDynamic().unsafeCast<RequestCache>()\n\npublic inline val
RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = \"only-if-
cached\".asDynamic().unsafeCast<RequestCache>()\n\n/* please, don't implement this interface!
*/\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface RequestRedirect {\n    companion object\n}\n\npublic inline val RequestRedirect.Companion.FOLLOW:
RequestRedirect get() = \"follow\".asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val
RequestRedirect.Companion.ERROR: RequestRedirect get() =
\"error\".asDynamic().unsafeCast<RequestRedirect>()\n\npublic inline val RequestRedirect.Companion.MANUAL:
RequestRedirect get() = \"manual\".asDynamic().unsafeCast<RequestRedirect>()\n\n/*
please, don't implement this interface!
*/\n\n@JsName(\"null\")\n\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface ResponseType {\n    companion object\n}\n\npublic inline val ResponseType.Companion.BASIC:
ResponseType get() = \"basic\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.CORS: ResponseType get() =
\"cors\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.DEFAULT:
ResponseType get() = \"default\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.ERROR: ResponseType get() =
\"error\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val ResponseType.Companion.OPAQUE:
ResponseType get() = \"opaque\".asDynamic().unsafeCast<ResponseType>()\n\npublic inline val
ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() =
\"opaqueredirect\".asDynamic().unsafeCast<ResponseType>()\n\n/*\n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming

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Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n * \n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n// See
github.com/kotlin/dukat for details\n\npackage org.w3c.dom.mediacapture\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/*\n * Exposes the JavaScript
[MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin\n * \n\npublic external open
class MediaStream() : EventTarget, MediaProvider {\n    constructor(stream: MediaStream)\n    constructor(tracks:
Array<MediaStreamTrack>)\n    open val id: String\n    open val active: Boolean\n    var onaddtrack:
((MediaStreamTrackEvent) -> dynamic)?\n    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?\n    fun
getAudioTracks(): Array<MediaStreamTrack>\n    fun getVideoTracks(): Array<MediaStreamTrack>\n    fun
getTracks(): Array<MediaStreamTrack>\n\n    fun getTrackById(trackId: String): MediaStreamTrack?\n    fun
addTrack(track: MediaStreamTrack)\n    fun
removeTrack(track: MediaStreamTrack)\n    fun clone(): MediaStream\n}\n\n/*\n * Exposes the JavaScript
[MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin\n * \n\npublic external
abstract class MediaStreamTrack : EventTarget {\n    open val kind: String\n    open val id: String\n    open
val label: String\n    open var enabled: Boolean\n    open val muted: Boolean\n    open var onmute: ((Event) ->
dynamic)?\n    open var onunmute: ((Event) -> dynamic)?\n    open val readyState: MediaStreamTrackState\n    open
var onended: ((Event) -> dynamic)?\n    open var onoverconstrained: ((Event) -> dynamic)?\n    fun clone():
MediaStreamTrack\n    fun stop()\n    fun getCapabilities(): MediaTrackCapabilities\n    fun getConstraints():
MediaTrackConstraints\n    fun getSettings(): MediaTrackSettings\n    fun applyConstraints(constraints:

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MediaTrackConstraints

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= definedExternally): Promise<Unit>\n}\n\n/**\n * Exposes the JavaScript  
[MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin\n */\npublic external interface MediaTrackSupportedConstraints {\n    var width: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var height: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var aspectRatio: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var frameRate: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var facingMode: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var resizeMode: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var volume: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var sampleRate: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var sampleSize: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var echoCancellation: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var autoGainControl: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var noiseSuppression: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var latency: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var channelCount: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var deviceId: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n    var groupId: Boolean? /* = true */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun  
MediaTrackSupportedConstraints(width: Boolean? = true, height: Boolean? = true, aspectRatio: Boolean? = true, frameRate: Boolean? = true, facingMode: Boolean? = true, resizeMode: Boolean? = true, volume: Boolean? = true, sampleRate: Boolean? = true, sampleSize: Boolean? = true, echoCancellation: Boolean? = true, autoGainControl: Boolean? = true, noiseSuppression: Boolean? = true, latency: Boolean? = true, channelCount: Boolean? = true, deviceId: Boolean? = true, groupId: Boolean? = true): MediaTrackSupportedConstraints {\n    val o = js(\"({})\")\n    o[\"width\"] = width\n    o[\"height\"] = height\n    o[\"aspectRatio\"] = aspectRatio\n    o[\"frameRate\"] = frameRate\n    o[\"facingMode\"] = facingMode\n    o[\"resizeMode\"] = resizeMode\n    o[\"volume\"] = volume\n    o[\"sampleRate\"] = sampleRate\n    o[\"sampleSize\"] = sampleSize\n    o[\"echoCancellation\"] = echoCancellation\n    o[\"autoGainControl\"] = autoGainControl\n    o[\"noiseSuppression\"] = noiseSuppression\n    o[\"latency\"] = latency\n    o[\"channelCount\"] = channelCount\n    o[\"deviceId\"] = deviceId\n    o[\"groupId\"] = groupId\n    return o\n}\n\npublic external interface  
MediaTrackCapabilities {\n    var width: ULongRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var height: ULongRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var aspectRatio: DoubleRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var frameRate: DoubleRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var facingMode: Array<String>?\n    get() = definedExternally\n    set(value) = definedExternally\n    var resizeMode: Array<String>?\n    get() = definedExternally\n    set(value) = definedExternally\n    var volume: DoubleRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var sampleRate: ULongRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var sampleSize: ULongRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var echoCancellation: Array<Boolean>?\n    get() = definedExternally\n    set(value) = definedExternally\n    var autoGainControl: Array<Boolean>?\n    get() = definedExternally\n    set(value) = definedExternally\n    var noiseSuppression: Array<Boolean>?\n    get() = definedExternally\n    set(value) = definedExternally\n    var latency: DoubleRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var channelCount: ULongRange?\n    get() = definedExternally\n    set(value) = definedExternally\n    var
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deviceId: String?
    get() = definedExternally
    set(value) = definedExternally
    var groupId: String?
    get() = definedExternally
    set(value) = definedExternally
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public inline fun MediaTrackCapabilities(width:
ULongRange? = undefined, height: ULongRange? = undefined, aspectRatio: DoubleRange? = undefined,
frameRate: DoubleRange? = undefined, facingMode: Array<String>? = undefined, resizeMode: Array<String>? =
undefined, volume: DoubleRange? = undefined, sampleRate: ULongRange? = undefined, sampleSize:
ULongRange? = undefined, echoCancellation: Array<Boolean>? = undefined, autoGainControl: Array<Boolean>?
= undefined, noiseSuppression: Array<Boolean>? = undefined, latency: DoubleRange? = undefined, channelCount:
ULongRange? = undefined, deviceId: String? = undefined, groupId: String? = undefined): MediaTrackCapabilities
{
    val o = js("{}")
    o["width"]
    = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] =
echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] =
groupId
    return o
}
**
* Exposes the JavaScript
[MediaTrackConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackConstraints) to Kotlin
*/
public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced:
Array<MediaTrackConstraintSet>?
    get() = definedExternally
    set(value) =
definedExternally
}
@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")
@kotlin.internal.InlineOnly
public
inline fun MediaTrackConstraints(advanced: Array<MediaTrackConstraintSet>? = undefined, width: dynamic =
undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined, frameRate: dynamic = undefined,
facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined, sampleRate:
dynamic = undefined, sampleSize: dynamic = undefined, echoCancellation: dynamic = undefined, autoGainControl:
dynamic = undefined, noiseSuppression: dynamic = undefined, latency: dynamic = undefined, channelCount:
dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined): MediaTrackConstraints {
    val o = js("{}")
    o["advanced"] = advanced
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"]
    = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}
public external interface
MediaTrackConstraintSet {
    var width: dynamic
    get() = definedExternally
    set(value) =
definedExternally
    var height: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var aspectRatio: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var frameRate:
dynamic
    get() = definedExternally
    set(value) = definedExternally
    var facingMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var resizeMode: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var volume: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var sampleRate: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var sampleSize: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var echoCancellation: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var autoGainControl: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var noiseSuppression: dynamic
    get() =
definedExternally
    set(value) = definedExternally
    var latency: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var channelCount: dynamic
    get() = definedExternally
    set(value) =
definedExternally
    var deviceId: dynamic
    get() = definedExternally
    set(value) = definedExternally
}

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```

var groupId: dynamic\n    get() = definedExternally\n    set(value)
= definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackConstraintSet(width:
dynamic = undefined, height: dynamic = undefined, aspectRatio: dynamic = undefined, frameRate: dynamic =
undefined, facingMode: dynamic = undefined, resizeMode: dynamic = undefined, volume: dynamic = undefined,
sampleRate: dynamic = undefined, sampleSize: dynamic = undefined, echoCancellation: dynamic = undefined,
autoGainControl: dynamic = undefined, noiseSuppression: dynamic = undefined, latency: dynamic = undefined,
channelCount: dynamic = undefined, deviceId: dynamic = undefined, groupId: dynamic = undefined):
MediaTrackConstraintSet {\n    val o = js(\"({})\")\n    o[\"width\"] = width\n    o[\"height\"] = height\n
o[\"aspectRatio\"] = aspectRatio\n    o[\"frameRate\"] = frameRate\n    o[\"facingMode\"] = facingMode\n
o[\"resizeMode\"] = resizeMode\n    o[\"volume\"] = volume\n    o[\"sampleRate\"] = sampleRate\n
    o[\"sampleSize\"] = sampleSize\n    o[\"echoCancellation\"] = echoCancellation\n    o[\"autoGainControl\"] =
autoGainControl\n    o[\"noiseSuppression\"] = noiseSuppression\n    o[\"latency\"] = latency\n
o[\"channelCount\"] = channelCount\n    o[\"deviceId\"] = deviceId\n    o[\"groupId\"] = groupId\n    return
o\n}\n\n/**\n * Exposes the JavaScript
[MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin\n\n *^npublic
external interface MediaTrackSettings {\n    var width: Int?\n        get() = definedExternally\n        set(value) =
definedExternally\n    var height: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n
    var aspectRatio: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n    var frameRate:
Double?\n        get() = definedExternally\n        set(value) = definedExternally\n    var facingMode: String?\n
get() = definedExternally\n        set(value) = definedExternally\n
    var resizeMode: String?\n        get() = definedExternally\n        set(value) = definedExternally\n    var volume:
Double?\n        get() = definedExternally\n        set(value) = definedExternally\n    var sampleRate: Int?\n        get() =
definedExternally\n        set(value) = definedExternally\n    var sampleSize: Int?\n        get() = definedExternally\n
set(value) = definedExternally\n    var echoCancellation: Boolean?\n        get() = definedExternally\n
set(value) = definedExternally\n    var autoGainControl: Boolean?\n        get() = definedExternally\n        set(value)
= definedExternally\n    var noiseSuppression: Boolean?\n        get() = definedExternally\n        set(value) =
definedExternally\n    var latency: Double?\n        get() = definedExternally\n        set(value) = definedExternally\n
var channelCount: Int?\n        get() = definedExternally\n        set(value) = definedExternally\n    var deviceId:
String?\n        get()
= definedExternally\n        set(value) = definedExternally\n    var groupId: String?\n        get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun MediaTrackSettings(width: Int? =
undefined, height: Int? = undefined, aspectRatio: Double? = undefined, frameRate: Double? = undefined,
facingMode: String? = undefined, resizeMode: String? = undefined, volume: Double? = undefined, sampleRate: Int?
= undefined, sampleSize: Int? = undefined, echoCancellation: Boolean? = undefined, autoGainControl: Boolean? =
undefined, noiseSuppression: Boolean? = undefined, latency: Double? = undefined, channelCount: Int? = undefined,
deviceId: String? = undefined, groupId: String? = undefined): MediaTrackSettings {\n    val o = js(\"({})\")\n
o[\"width\"] = width\n    o[\"height\"] = height\n    o[\"aspectRatio\"] = aspectRatio\n    o[\"frameRate\"] =
frameRate\n    o[\"facingMode\"]
= facingMode\n    o[\"resizeMode\"] = resizeMode\n    o[\"volume\"] = volume\n    o[\"sampleRate\"] =
sampleRate\n    o[\"sampleSize\"] = sampleSize\n    o[\"echoCancellation\"] = echoCancellation\n
o[\"autoGainControl\"] = autoGainControl\n    o[\"noiseSuppression\"] = noiseSuppression\n    o[\"latency\"] =
latency\n    o[\"channelCount\"] = channelCount\n    o[\"deviceId\"] = deviceId\n    o[\"groupId\"] = groupId\n
return o\n}\n\n/**\n * Exposes the JavaScript
[MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin\n\n
 *^npublic external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit) :
Event {\n    open val track: MediaStreamTrack\n\n    companion object {\n        val NONE: Short\n        val

```

```

CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface MediaStreamTrackEventInit : EventInit {\n    var track:
MediaStreamTrack?\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaStreamTrackEventInit(track:
MediaStreamTrack?, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false):
MediaStreamTrackEventInit {\n    val o = js("{}")\n    o["track"] = track\n    o["bubbles"] = bubbles\n
o["cancelable"] = cancelable\n    o["composed"] = composed\n    return o\n}\n\npublic external open class
OverconstrainedErrorEvent(type: String, eventInitDict: OverconstrainedErrorEventInit) : Event {\n    open val error:
dynamic\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val
AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface
OverconstrainedErrorEventInit : EventInit {\n    var error: dynamic /* = null */\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic
inline fun OverconstrainedErrorEventInit(error: dynamic = null, bubbles: Boolean? = false, cancelable: Boolean? =
false, composed: Boolean? = false): OverconstrainedErrorEventInit {\n    val o = js("{}")\n    o["error"] =
error\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return
o\n}\n\n/**\n * Exposes the JavaScript
[MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin\n */\n\npublic external
abstract class MediaDevices : EventTarget {\n    open var ondevicechange: ((Event) -> dynamic)?\n    fun
enumerateDevices(): Promise<Array<MediaDeviceInfo>>\n    fun getSupportedConstraints():
MediaTrackSupportedConstraints\n    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally):
Promise<MediaStream>\n}\n\n/**\n * Exposes the JavaScript
[MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin\n */\n\npublic
external abstract class MediaDeviceInfo {\n    open val deviceId: String\n    open val kind: MediaDeviceKind\n
open val label: String\n    open val groupId: String\n    fun toJSON(): dynamic\n}\n\npublic external abstract class
InputDeviceInfo : MediaDeviceInfo {\n    fun getCapabilities(): MediaTrackCapabilities\n}\n\n/**\n * Exposes the
JavaScript [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to
Kotlin\n */\n\npublic external interface MediaStreamConstraints {\n    var video: dynamic /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var audio: dynamic /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun MediaStreamConstraints(video:
dynamic = false, audio: dynamic = false): MediaStreamConstraints {\n    val o = js("{}")\n    o["video"]
= video\n    o["audio"] = audio\n    return o\n}\n\npublic external interface ConstrainingPattern {\n    var
onoverconstrained: ((Event) -> dynamic)?\n    get() = definedExternally\n    set(value) = definedExternally\n
fun getCapabilities(): Capabilities\n    fun getConstraints(): Constraints\n    fun getSettings(): Settings\n    fun
applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>\n}\n\n/**\n * Exposes the
JavaScript [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin\n */\n\npublic
external interface DoubleRange {\n    var max: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n    var min: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun DoubleRange(max: Double? =
undefined, min: Double? = undefined): DoubleRange {\n    val o = js("{}")\n
o["max"] = max\n    o["min"] = min\n    return o\n}\n\npublic external interface ConstrainDoubleRange :
DoubleRange {\n    var exact: Double?\n    get() = definedExternally\n    set(value) = definedExternally\n
var ideal: Double?\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun ConstrainDoubleRange(exact: Double?
= undefined, ideal: Double? = undefined, max: Double? = undefined, min: Double? = undefined):

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ConstrainDoubleRange {\n  val o = js("{}")\n  o["exact"] = exact\n  o["ideal"] = ideal\n  o["max"] = max\n  o["min"] = min\n  return o\n}\n\npublic external interface ULongRange {\n  var max: Int?\n  get() = definedExternally\n  set(value) = definedExternally\n  var min: Int?\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ULongRange(max: Int? = undefined,
min: Int? = undefined): ULongRange {\n  val o = js("{}")\n  o["max"] = max\n  o["min"] = min\n  return o\n}\n\npublic external interface ConstrainULongRange : ULongRange {\n  var exact: Int?\n  get() = definedExternally\n  set(value) = definedExternally\n  var ideal: Int?\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainULongRange(exact: Int? = undefined, ideal: Int? = undefined, max: Int? = undefined, min: Int? = undefined): ConstrainULongRange {\n  val o = js("{}")\n  o["exact"] = exact\n  o["ideal"] = ideal\n  o["max"] = max\n  o["min"] = min\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters)
to Kotlin\n *\npublic external interface ConstrainBooleanParameters {\n  var exact: Boolean?\n  get() = definedExternally\n  set(value) = definedExternally\n  var ideal: Boolean?\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstrainBooleanParameters(exact: Boolean? = undefined, ideal: Boolean? = undefined): ConstrainBooleanParameters {\n  val o = js("{}")\n  o["exact"] = exact\n  o["ideal"] = ideal\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin\n *\npublic external interface ConstrainDOMStringParameters {\n  var exact: dynamic\n  get() = definedExternally\n  set(value) = definedExternally\n  var ideal: dynamic\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined):
ConstrainDOMStringParameters {\n  val o = js("{}")\n  o["exact"] = exact\n  o["ideal"] = ideal\n  return o\n}\n\npublic external interface Capabilities\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Capabilities(): Capabilities {\n  val o = js("{}")\n  return o\n}\n\npublic external interface Settings\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Settings(): Settings {\n  val o = js("{}")\n  return o\n}\n\npublic external interface ConstraintSet\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ConstraintSet(): ConstraintSet {\n  val o = js("{}")\n  return o\n}\n\npublic
external interface Constraints : ConstraintSet {\n  var advanced: Array<ConstraintSet>?\n  get() = definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
  "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun Constraints(advanced:
Array<ConstraintSet>? = undefined): Constraints {\n  val o = js("{}")\n  o["advanced"] = advanced\n  return o\n}\n\n/* please, don't implement this interface!
*\n*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface MediaStreamTrackState {\n  companion object\n}\n\npublic inline val
MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() =
"live".asDynamic().unsafeCast<MediaStreamTrackState>()\n\npublic inline val
MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() =
"ended".asDynamic().unsafeCast<MediaStreamTrackState>()\n\n/* please, don't implement this interface!
*\n*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic
external interface VideoFacingModeEnum {\n  companion object\n}\n\npublic inline val
VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() =

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"user".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.ENVIRONMENT: VideoFacingModeEnum get() =
"environment".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() =
"left".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\npublic inline val
VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() =
"right".asDynamic().unsafeCast<VideoFacingModeEnum>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface VideoResizeModeEnum {\n    companion object\n}\n\npublic inline val
VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() =
"none".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\npublic
inline val VideoResizeModeEnum.Companion.CROP_AND_SCALE: VideoResizeModeEnum get() = "crop-and-
scale".asDynamic().unsafeCast<VideoResizeModeEnum>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface MediaDeviceKind {\n    companion object\n}\n\npublic inline val
MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() =
"audioinput".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() =
"audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()\n\npublic inline val
MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() =
"videoinput".asDynamic().unsafeCast<MediaDeviceKind>())\n\n/*\n\n * Copyright 2010-2022 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt
file.\n\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n// See github.com/kotlin/dukat for
details\n\npackage org.w3c.dom.mediasource\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.events.*\n\n/**\n\n * Exposes the JavaScript
[MediaSource](https://developer.mozilla.org/en/docs/Web/API/MediaSource) to Kotlin\n\n *\n\npublic external open
class MediaSource : EventTarget, MediaProvider {\n    open val sourceBuffers: SourceBufferList\n    open val
activeSourceBuffers: SourceBufferList\n    open val readyState: ReadyState\n    var duration: Double\n    var
onsourceopen: ((Event) -> dynamic)?\n    var onsourceended: ((Event) -> dynamic)?\n    var onsourceclose: ((Event)
-> dynamic)?\n    fun addSourceBuffer(type: String): SourceBuffer\n    fun removeSourceBuffer(sourceBuffer:
SourceBuffer)\n    fun endOfStream(error: EndOfStreamError = definedExternally)\n    fun
setLiveSeekableRange(start: Double, end: Double)\n    fun clearLiveSeekableRange()\n\n    companion object {\n        fun isTypeSupported(type: String): Boolean\n    }\n}\n\n/**\n\n * Exposes the JavaScript
[SourceBuffer](https://developer.mozilla.org/en/docs/Web/API/SourceBuffer) to Kotlin\n\n *\n\npublic external
abstract class SourceBuffer : EventTarget {\n    open var mode: AppendMode\n    open val updating: Boolean\n    open
val buffered: TimeRanges\n    open var timestampOffset: Double\n    open val audioTracks: AudioTrackList\n    open
val videoTracks: VideoTrackList\n    open val textTracks: TextTrackList\n    open var appendWindowStart:
Double\n    open var appendWindowEnd: Double\n    open var onupdatestart: ((Event) -> dynamic)?\n    open var
onupdate: ((Event) -> dynamic)?\n    open var onupdateend: ((Event) -> dynamic)?\n    open var onerror: ((Event)
-> dynamic)?\n    open var onabort: ((Event) -> dynamic)?\n    fun appendBuffer(data: dynamic)\n    fun abort()\n    fun
remove(start: Double, end: Double)\n}\n\n/**\n\n * Exposes the JavaScript
[SourceBufferList](https://developer.mozilla.org/en/docs/Web/API/SourceBufferList)
to Kotlin\n\n *\n\npublic external abstract class SourceBufferList : EventTarget {\n    open val length: Int\n    open
var onaddsourcebuffer: ((Event) -> dynamic)?\n    open var onremovesourcebuffer: ((Event) ->
dynamic)?\n}\n\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline operator fun SourceBufferList.get(index:
Int): SourceBuffer? = asDynamic()[index]\n\n/* please, don't implement this interface!

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*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface ReadyState {\n    companion object\n}\n\npublic inline val ReadyState.Companion.CLOSED: ReadyState
get() = "closed".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val ReadyState.Companion.OPEN:
ReadyState get() = "open".asDynamic().unsafeCast<ReadyState>()\n\npublic inline val
ReadyState.Companion.ENDED: ReadyState get() = "ended".asDynamic().unsafeCast<ReadyState>()\n\n/*
please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface EndOfStreamError {\n    companion object\n}\n\npublic inline val
EndOfStreamError.Companion.NETWORK: EndOfStreamError get() =
"network".asDynamic().unsafeCast<EndOfStreamError>()\n\npublic inline val
EndOfStreamError.Companion.DECODE: EndOfStreamError get() =
"decode".asDynamic().unsafeCast<EndOfStreamError>()\n\n/* please, don't implement this interface!
*\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external
interface AppendMode {\n    companion object\n}\n\npublic inline val AppendMode.Companion.SEGMENTS:
AppendMode get() = "segments".asDynamic().unsafeCast<AppendMode>()\n\npublic inline val
AppendMode.Companion.SEQUENCE: AppendMode get() =
"sequence".asDynamic().unsafeCast<AppendMode>()"/\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this
source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n//
NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for
details\n\npackage org.w3c.dom.pointerevents\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.events.*\n\npublic external interface PointerEventInit : MouseEventInit {\n
var pointerId: Int? /* = 0 */\n    get() = definedExternally\n    set(value) = definedExternally\n    var width:
Double? /* = 1.0 */\n    get() = definedExternally\n    set(value) = definedExternally\n    var height: Double? /*
= 1.0 */\n    get() = definedExternally\n    set(value) = definedExternally\n    var pressure: Float? /* = 0f */\n
get() = definedExternally\n    set(value) = definedExternally\n    var tangentialPressure: Float? /* = 0f */\n
get() = definedExternally\n    set(value) = definedExternally\n    var tiltX: Int? /*
= 0 */\n    get() = definedExternally\n    set(value) = definedExternally\n    var tiltY: Int? /* = 0 */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var twist: Int? /* = 0 */\n    get() = definedExternally\n
    set(value) = definedExternally\n    var pointerType: String? /* = "" */\n    get() = definedExternally\n
set(value) = definedExternally\n    var isPrimary: Boolean? /* = false */\n    get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun PointerEventInit(pointerId: Int? = 0,
width: Double? = 1.0, height: Double? = 1.0, pressure: Float? = 0f, tangentialPressure: Float? = 0f, tiltX: Int? = 0,
tiltY: Int? = 0, twist: Int? = 0, pointerType: String? = "", isPrimary: Boolean? = false, screenX: Int? = 0, screenY:
Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short?
= 0, relatedTarget: EventTarget? = null, region: String? = null, ctrlKey: Boolean? = false, shiftKey: Boolean? =
false, altKey: Boolean? = false, metaKey: Boolean? = false, modifierAltGraph: Boolean? = false,
modifierCapsLock: Boolean? = false, modifierFn: Boolean? = false, modifierFnLock: Boolean? = false,
modifierHyper: Boolean? = false, modifierNumLock: Boolean? = false, modifierScrollLock: Boolean? = false,
modifierSuper: Boolean? = false, modifierSymbol: Boolean? = false, modifierSymbolLock: Boolean? = false, view:
Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): PointerEventInit {\n    val o = js("{}")\n    o["pointerId"] = pointerId\n    o["width"] = width\n
o["height"] = height\n    o["pressure"] = pressure\n    o["tangentialPressure"] = tangentialPressure\n
o["tiltX"] = tiltX\n    o["tiltY"] = tiltY\n    o["twist"] = twist\n    o["pointerType"] = pointerType\n
o["isPrimary"]
= isPrimary\n    o["screenX"] = screenX\n    o["screenY"] = screenY\n    o["clientX"] = clientX\n
o["clientY"] = clientY\n    o["button"] = button\n    o["buttons"] = buttons\n    o["relatedTarget"] =

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relatedTarget\n o["region"] = region\n o["ctrlKey"] = ctrlKey\n o["shiftKey"] = shiftKey\n o["altKey"]
= altKey\n o["metaKey"] = metaKey\n o["modifierAltGraph"] = modifierAltGraph\n
o["modifierCapsLock"] = modifierCapsLock\n o["modifierFn"] = modifierFn\n o["modifierFnLock"] =
modifierFnLock\n o["modifierHyper"] = modifierHyper\n o["modifierNumLock"] = modifierNumLock\n
o["modifierScrollLock"] = modifierScrollLock\n o["modifierSuper"] = modifierSuper\n
o["modifierSymbol"] = modifierSymbol\n o["modifierSymbolLock"] = modifierSymbolLock\n o["view"] =
view\n o["detail"] = detail\n o["bubbles"] = bubbles\n o["cancelable"] = cancelable\n o["composed"] =
composed\n return o\n}\n\n/**\n

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* Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin\n
* \npublic external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) :
MouseEvent {\n open val pointerId: Int\n open val width: Double\n open val height: Double\n open val
pressure: Float\n open val tangentialPressure: Float\n open val tiltX: Int\n open val tiltY: Int\n open val twist:
Int\n open val pointerType: String\n open val isPrimary: Boolean\n\n companion object {\n val NONE:
Short\n val CAPTURING_PHASE: Short\n val AT_TARGET: Short\n val BUBBLING_PHASE:
Short\n }n}"/**\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n

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* \n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat
for details\n\npackage org.w3c.dom.svg\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport
org.w3c.dom.*\nimport org.w3c.dom.css.*\n\n/**\n * Exposes the JavaScript

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[SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin\n * \npublic external
abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance {\n
open val dataset: DOMStringMap\n open val ownerSVGElement: SVGSVGElement?\n open val
viewportElement: SVGElement?\n open var tabIndex: Int\n fun focus()\n fun blur()\n\n companion object
{\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val
ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:
Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE:

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Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }n}\n\npublic external

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interface SVGBoundingBoxOptions {\n var fill: Boolean? /* = true */\n get() = definedExternally\n
set(value) = definedExternally\n var stroke: Boolean? /* = false */\n get() = definedExternally\n
set(value) = definedExternally\n var markers: Boolean? /* = false */\n get() = definedExternally\n
set(value) = definedExternally\n var clipped: Boolean? /* = false */\n get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",

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"INVISIBLE_MEMBER")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun SVGBoundingBoxOptions(fill:
Boolean? = true, stroke: Boolean? = false, markers: Boolean? = false, clipped: Boolean? = false):
SVGBoundingBoxOptions {\n val o = js("{}")\n o["fill"] = fill\n o["stroke"] = stroke\n o["markers"]
= markers\n o["clipped"] = clipped\n return o\n}\n\n/**\n * Exposes the JavaScript

```

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[SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin\n
* \npublic external abstract class SVGGraphicsElement : SVGElement, SVGTests {\n open val transform:
SVGAnimatedTransformList\n fun getBBox(options: SVGBoundingBoxOptions = definedExternally):
DOMRect\n fun getCTM(): DOMMatrix?\n fun getScreenCTM(): DOMMatrix?\n\n companion object {\n
val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE:

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Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin\n
*\npublic external abstract class SVGGeometryElement : SVGGraphicsElement {\n    open val pathLength:
SVGAnimatedNumber\n    fun isPointInFill(point: DOMPoint): Boolean\n    fun isPointInStroke(point: DOMPoint):
Boolean\n    fun getTotalLength(): Float\n    fun getPointAtLength(distance: Float): DOMPoint\n\n    companion
object {\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE:
Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin\n
*\npublic external
abstract class SVGNumber {\n    open var value: Float\n}\n\n/**\n * Exposes the JavaScript
[SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin\n
*\npublic external abstract class SVGLength {\n    open val unitType: Short\n    open var value: Float\n    open var
valueInSpecifiedUnits: Float\n    open var valueAsString: String\n    fun newValueSpecifiedUnits(unitType: Short,
valueInSpecifiedUnits: Float)\n    fun convertToSpecifiedUnits(unitType: Short)\n\n    companion object {\n        val
SVG_LENGTHTYPE_UNKNOWN: Short\n        val SVG_LENGTHTYPE_NUMBER: Short\n        val
SVG_LENGTHTYPE_PERCENTAGE: Short\n        val SVG_LENGTHTYPE_EMS: Short\n        val
SVG_LENGTHTYPE_EXS: Short\n        val SVG_LENGTHTYPE_PX: Short\n        val
SVG_LENGTHTYPE_CM: Short\n        val SVG_LENGTHTYPE_MM: Short\n        val
SVG_LENGTHTYPE_IN: Short\n        val SVG_LENGTHTYPE_PT: Short\n        val SVG_LENGTHTYPE_PC:
Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin\n
*\npublic external abstract
class SVGAngle {\n    open val unitType: Short\n    open var value:
Float\n    open var valueInSpecifiedUnits: Float\n    open var valueAsString: String\n    fun
newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)\n    fun convertToSpecifiedUnits(unitType:
Short)\n\n    companion object {\n        val SVG_ANGLETYPE_UNKNOWN: Short\n        val
SVG_ANGLETYPE_UNSPECIFIED: Short\n        val SVG_ANGLETYPE_DEG: Short\n        val
SVG_ANGLETYPE_RAD: Short\n        val SVG_ANGLETYPE_GRAD: Short\n    }\n}\n\npublic external abstract
class SVGNameList {\n    open val length: Int\n    open val numberOfItems: Int\n    fun clear()\n    fun
initialize(newItem: dynamic): dynamic\n    fun insertItemBefore(newItem: dynamic, index: Int): dynamic\n    fun
replaceItem(newItem: dynamic, index: Int): dynamic\n    fun removeItem(index: Int): dynamic\n    fun
appendItem(newItem: dynamic): dynamic\n    fun getItem(index: Int):
dynamic\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.get(index:
Int): dynamic = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNameList.set(index: Int,
newItem: dynamic) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript

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[SVGNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGNumberList) to Kotlin\n *^\\npublic external abstract class SVGNumberList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: SVGNumber): SVGNumber\n fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber\n fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber\n fun removeItem(index: Int): SVGNumber\n fun appendItem(newItem: SVGNumber): SVGNumber\n fun getItem(index: Int): SVGNumber\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin\n *^\\npublic external abstract class SVGLengthList {\n open val length: Int\n open val numberOfItems: Int\n fun clear()\n fun initialize(newItem: SVGLength): SVGLength\n fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength\n fun replaceItem(newItem: SVGLength, index: Int): SVGLength\n fun removeItem(index: Int): SVGLength\n fun appendItem(newItem: SVGLength): SVGLength\n fun getItem(index: Int): SVGLength\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin\n *^\\npublic external abstract class SVGAnimatedBoolean {\n open var baseVal: Boolean\n open val animVal: Boolean\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin\n *^\\npublic external abstract class SVGAnimatedEnumeration {\n open var baseVal: Short\n open val animVal: Short\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin\n *^\\npublic external abstract class SVGAnimatedInteger {\n open var baseVal: Int\n open val animVal: Int\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin\n *^\\npublic external abstract class SVGAnimatedNumber {\n open var baseVal: Float\n open val animVal: Float\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin\n *^\\npublic external abstract class SVGAnimatedLength {\n open val baseVal: SVGLength\n open val animVal: SVGLength\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin\n *^\\npublic external abstract class SVGAnimatedAngle {\n open val baseVal: SVGAngle\n open val animVal: SVGAngle\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin\n *^\\npublic external abstract class SVGAnimatedString {\n open var baseVal: String\n open val animVal: String\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin\n *^\\npublic external abstract class SVGAnimatedRect {\n open val baseVal: DOMRect\n open val animVal: DOMRectReadOnly\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin\n *^\\npublic external abstract class SVGAnimatedNumberList {\n open val baseVal: SVGNumberList\n open val animVal: SVGNumberList\n}\n\n/**\n * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin\n

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*\npublic external abstract class SVGAnimatedLengthList {\n  open val baseVal: SVGLengthList\n  open val animVal: SVGLengthList\n}\n\n/**\n * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin\n */\n\npublic external abstract class SVGStringList {\n  open val length: Int\n  open val numberOfItems: Int\n  fun clear()\n  fun initialize(newItem: String): String\n  fun insertItemBefore(newItem: String, index: Int): String\n  fun replaceItem(newItem: String, index: Int): String\n  fun removeItem(index: Int): String\n  fun appendItem(newItem: String): String\n  fun getItem(index: Int): String\n}\n\n@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]\n\n@Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }\n\n/**\n * Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin\n */\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external interface SVGUnitTypes {\n  companion object {\n    val SVG_UNIT_TYPE_UNKNOWN: Short\n    val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n  }\n}\n\n/**\n * Exposes the JavaScript [SVGTTests](https://developer.mozilla.org/en/docs/Web/API/SVGTTests) to Kotlin\n */\n\npublic external interface SVGTTests {\n  val requiredExtensions: SVGStringList\n  val systemLanguage: SVGStringList\n}\n\npublic external interface SVGFitToViewBox {\n  val viewBox: SVGAnimatedRect\n  val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n}\n\n/**\n * Exposes the JavaScript [SVGZoomAndPan](https://developer.mozilla.org/en/docs/Web/API/SVGZoomAndPan) to Kotlin\n */\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\npublic external interface SVGZoomAndPan {\n  var zoomAndPan: Short\n\n  companion object {\n    val SVG_ZOOMANDPAN_UNKNOWN: Short\n    val SVG_ZOOMANDPAN_DISABLE: Short\n    val SVG_ZOOMANDPAN_MAGNIFY: Short\n  }\n}\n\n/**\n * Exposes the JavaScript [SVGURIReference](https://developer.mozilla.org/en/docs/Web/API/SVGURIReference) to Kotlin\n */\n\npublic external interface SVGURIReference {\n  val href: SVGAnimatedString\n}\n\n/**\n * Exposes the JavaScript [SVGSVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGSVGElement) to Kotlin\n */\n\npublic external abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {\n  open val x: SVGAnimatedLength\n  open val y: SVGAnimatedLength\n  open val width: SVGAnimatedLength\n  open val height: SVGAnimatedLength\n  open var currentScale: Float\n  open val currentTranslate: DOMPointReadOnly\n  fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n  fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList\n  fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean\n  fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean\n  fun deselectAll()\n  fun createSVGNumber(): SVGNumber\n  fun createSVGLength(): SVGLength\n  fun createSVGAngle(): SVGAngle\n  fun createSVGPoint(): DOMPoint\n  fun createSVGMatrix(): DOMMatrix\n  fun createSVGRect(): DOMRect\n  fun createSVGTransform(): SVGTransform\n  fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform\n  fun getElementById(elementId: String): Element\n  fun suspendRedraw(maxWaitMilliseconds: Int): Int\n  fun unsuspendRedraw(suspendHandleID: Int)\n  fun unsuspendRedrawAll()\n  fun forceRedraw()\n\n  companion object {\n    val SVG_ZOOMANDPAN_UNKNOWN: Short\n    val SVG_ZOOMANDPAN_DISABLE: Short\n    val SVG_ZOOMANDPAN_MAGNIFY: Short\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n  }\n}

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PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n
    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n    val
DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [SVGGElement](https://developer.mozilla.org/en/docs/Web/API/SVGGElement) to Kotlin\n
*/\npublic external abstract class SVGGElement : SVGGraphicsElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n
            val DOCUMENT_POSITION_DISCONNECTED: Short\n            val DOCUMENT_POSITION_PRECEDING:
Short\n            val DOCUMENT_POSITION_FOLLOWING: Short\n            val
DOCUMENT_POSITION_CONTAINS: Short\n            val DOCUMENT_POSITION_CONTAINED_BY: Short\n
            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }\n}\n\npublic external abstract class
SVGUnknownElement : SVGGraphicsElement {\n    companion object {\n        val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
            val DOCUMENT_POSITION_FOLLOWING: Short\n
            val DOCUMENT_POSITION_CONTAINS: Short\n            val DOCUMENT_POSITION_CONTAINED_BY:
Short\n            val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }\n}\n\n/**\n * Exposes
the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin\n
*/\npublic external abstract class SVGDefsElement : SVGGraphicsElement {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
            val DOCUMENT_POSITION_FOLLOWING: Short\n            val DOCUMENT_POSITION_CONTAINS:
Short\n            val DOCUMENT_POSITION_CONTAINED_BY: Short\n            val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n        }\n}\n\n/**\n * Exposes the JavaScript
[SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin\n
*/\npublic external abstract class SVGDescElement : SVGElement {\n    companion object {\n        val
ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
            val DOCUMENT_POSITION_FOLLOWING: Short\n            val DOCUMENT_POSITION_CONTAINS: Short\n

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val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
open class SVGUseElementShadowRoot : ShadowRoot {\n    companion object {\n        val ELEMENT_NODE:
Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING:
Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external interface
SVGElementInstance {\n    val correspondingElement: SVGElement?\n        get() = definedExternally\n    val
correspondingUseElement: SVGUseElement?\n        get() = definedExternally\n}\n\npublic external open class
ShadowAnimation(source: dynamic, newTarget: dynamic) {\n    open val sourceAnimation: dynamic\n}\n\n/**\n *
Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement)
to Kotlin\n */\n\npublic external abstract class SVGSwitchElement : SVGGraphicsElement {\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE:
Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val
DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val
NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val
DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n
        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY:
Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
interface GetSVGDocument {\n    fun getSVGDocument(): Document\n}\n\n/**\n * Exposes the JavaScript
[SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin\n */\n\npublic
external abstract class SVGStyleElement : SVGElement, LinkStyle {\n    open var type: String\n    open var media:
String\n    open var title: String\n\n    companion object {\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin\n */\n\npublic external
abstract class SVGTransform {\n    open val type: Short\n    open val matrix: DOMMatrix\n    open val angle:
Float\n    fun setMatrix(matrix: DOMMatrixReadOnly)\n    fun setTranslate(tx: Float, ty:
Float)\n    fun setScale(sx: Float, sy: Float)\n    fun setRotate(angle: Float, cx: Float, cy: Float)\n    fun
setSkewX(angle: Float)\n    fun setSkewY(angle: Float)\n\n    companion object {\n        val
SVG_TRANSFORM_UNKNOWN: Short\n        val SVG_TRANSFORM_MATRIX: Short\n        val
SVG_TRANSFORM_TRANSLATE: Short\n        val SVG_TRANSFORM_SCALE: Short\n        val
SVG_TRANSFORM_ROTATE: Short\n        val SVG_TRANSFORM_SKEWX: Short\n        val

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external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin */
@public
external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin */
@public
external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
@public
external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
    }
}

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    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin\n */\npublic
external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {\n    companion object
{\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val
ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE:
Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin\n */\npublic
external interface SVGAnimatedPoints {\n    val points: SVGPointList\n    val animatedPoints:
SVGPointList\n}\n\npublic external abstract class SVGPointList {\n    open val length: Int\n    open val
numberOfItems: Int\n    fun clear()\n    fun initialize(newItem: DOMPoint): DOMPoint\n    fun
insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint\n    fun replaceItem(newItem: DOMPoint, index:
Int): DOMPoint\n    fun removeItem(index: Int): DOMPoint\n    fun appendItem(newItem: DOMPoint):
DOMPoint\n    fun getItem(index: Int): DOMPoint\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.get(index: Int):
DOMPoint? = asDynamic()[index]\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline operator fun SVGPointList.set(index: Int,
newItem: DOMPoint) { asDynamic()[index] = newItem }\n}\n\n/**\n * Exposes the JavaScript
[SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin\n */\npublic
external abstract class SVGPolylineElement
: SVGGeometryElement, SVGAnimatedPoints {\n    companion object {\n        val ELEMENT_NODE: Short\n
val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n
val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin\n */\npublic
external abstract
class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {\n    companion object {\n        val
ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val
CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE:
Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n}\n}\n\n/**\n * Exposes the JavaScript

```

[SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin\n*/\npublic

```
external abstract class SVGTextContentElement : SVGGraphicsElement {\n    open val textLength: SVGAnimatedLength\n    open val lengthAdjust: SVGAnimatedEnumeration\n    fun getNumberOfChars(): Int\n    fun getComputedTextLength(): Float\n    fun getSubStringLength(charnum: Int, nchars: Int): Float\n    fun getStartPositionOfChar(charnum: Int): DOMPoint\n    fun getEndPositionOfChar(charnum: Int): DOMPoint\n    fun getExtentOfChar(charnum: Int): DOMRect\n    fun getRotationOfChar(charnum: Int): Float\n    fun getCharNumAtPosition(point: DOMPoint): Int\n    fun selectSubString(charnum: Int, nchars: Int)\n\n    companion object {\n        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n        val LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
```

```
[SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin\n*/\npublic external abstract class SVGTextPositioningElement : SVGTextContentElement {\n    open val x: SVGAnimatedLengthList\n    open val y: SVGAnimatedLengthList\n    open val dx: SVGAnimatedLengthList\n    open val dy: SVGAnimatedLengthList\n    open val rotate: SVGAnimatedNumberList\n\n    companion object {\n        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n        val LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
```

```
[SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin\n*/\npublic external abstract class SVGTextElement : SVGTextPositioningElement {\n    companion object {\n        val LENGTHADJUST_UNKNOWN: Short\n        val LENGTHADJUST_SPACING: Short\n        val LENGTHADJUST_SPACINGANDGLYPHS: Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val DOCUMENT_POSITION_CONTAINED_BY: Short\n    }\n}
```

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin\n */\n\npublic external abstract class SVGTSpanElement : SVGTextPositioningElement {\n companion object {\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin\n */\n\npublic external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {\n open val startOffset: SVGAnimatedLength\n open val method: SVGAnimatedEnumeration\n open val spacing: SVGAnimatedEnumeration\n\n companion object {\n val TEXTPATH_METHODTYPE_UNKNOWN: Short\n val TEXTPATH_METHODTYPE_ALIGN: Short\n val TEXTPATH_METHODTYPE_STRETCH: Short\n val TEXTPATH_SPACINGTYPE_UNKNOWN: Short\n val TEXTPATH_SPACINGTYPE_AUTO: Short\n val TEXTPATH_SPACINGTYPE_EXACT: Short\n val LENGTHADJUST_UNKNOWN: Short\n val LENGTHADJUST_SPACING: Short\n val LENGTHADJUST_SPACINGANDGLYPHS: Short\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n }\n}\n\n/**\n * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin\n */\n\npublic external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLorSVGImageElement {\n open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n open val height: SVGAnimatedLength\n open val preserveAspectRatio: SVGAnimatedPreserveAspectRatio\n open var crossOrigin: String?\n\n companion object {\n val ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY: Short\n }\n}\n\n/**\n * Exposes the JavaScript


```

SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
    val DOCUMENT_POSITION_FOLLOWING: Short\n
    val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript
[SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to
Kotlin\n\n */\npublic external abstract class SVGLinearGradientElement : SVGGradientElement {\n    open val x1:
SVGAnimatedLength\n    open val y1: SVGAnimatedLength\n    open val x2: SVGAnimatedLength\n    open val
y2: SVGAnimatedLength\n\n    companion object {\n        val SVG_SPREADMETHOD_UNKNOWN: Short\n
        val SVG_SPREADMETHOD_PAD: Short\n        val SVG_SPREADMETHOD_REFLECT: Short\n        val
SVG_SPREADMETHOD_REPEAT: Short\n        val SVG_UNIT_TYPE_UNKNOWN: Short\n        val
SVG_UNIT_TYPE_USERSPACEONUSE: Short\n        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX:
Short\n        val ELEMENT_NODE: Short\n        val ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n
        val CDATA_SECTION_NODE:
Short\n        val ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING: Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n
        val DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the JavaScript
[SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to
Kotlin\n\n */\npublic external abstract class SVGRadialGradientElement : SVGGradientElement {\n    open val cx:
SVGAnimatedLength\n    open val cy: SVGAnimatedLength\n    open val r: SVGAnimatedLength\n    open val fx:
SVGAnimatedLength\n
    open val fy: SVGAnimatedLength\n    open val fr: SVGAnimatedLength\n\n    companion object {\n        val
SVG_SPREADMETHOD_UNKNOWN: Short\n        val SVG_SPREADMETHOD_PAD: Short\n        val
SVG_SPREADMETHOD_REFLECT: Short\n        val SVG_SPREADMETHOD_REPEAT: Short\n        val
SVG_UNIT_TYPE_UNKNOWN: Short\n        val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n        val
SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n        val ELEMENT_NODE: Short\n        val
ATTRIBUTE_NODE: Short\n        val TEXT_NODE: Short\n        val CDATA_SECTION_NODE: Short\n        val
ENTITY_REFERENCE_NODE: Short\n        val ENTITY_NODE: Short\n        val
PROCESSING_INSTRUCTION_NODE: Short\n        val COMMENT_NODE: Short\n        val
DOCUMENT_NODE: Short\n        val DOCUMENT_TYPE_NODE: Short\n        val
DOCUMENT_FRAGMENT_NODE: Short\n        val NOTATION_NODE: Short\n        val
DOCUMENT_POSITION_DISCONNECTED: Short\n        val DOCUMENT_POSITION_PRECEDING: Short\n
        val DOCUMENT_POSITION_FOLLOWING:
Short\n        val DOCUMENT_POSITION_CONTAINS: Short\n        val
DOCUMENT_POSITION_CONTAINED_BY: Short\n        val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
SVGMeshGradientElement : SVGGradientElement {\n    companion object {\n        val

```

```

SVG_SPREADMETHOD_UNKNOWN: Short\n    val SVG_SPREADMETHOD_PAD: Short\n    val
SVG_SPREADMETHOD_REFLECT: Short\n    val SVG_SPREADMETHOD_REPEAT: Short\n    val
SVG_UNIT_TYPE_UNKNOWN: Short\n    val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n    val
SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE:
Short\n    val NOTATION_NODE: Short\n    val DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n    val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n    val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external
abstract class SVGMeshrowElement : SVGElement {\n    companion object {\n    val ELEMENT_NODE:
Short\n    val ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE:
Short\n    val ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS:
Short\n    val DOCUMENT_POSITION_CONTAINED_BY: Short\n    val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\npublic external abstract class
SVGMeshpatchElement : SVGElement {\n    companion object {\n    val ELEMENT_NODE: Short\n    val
ATTRIBUTE_NODE: Short\n    val TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val
ENTITY_REFERENCE_NODE: Short\n    val ENTITY_NODE: Short\n    val
PROCESSING_INSTRUCTION_NODE: Short\n    val COMMENT_NODE: Short\n    val
DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n    val
DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes the
JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin\n
*\n\npublic external abstract class SVGStopElement : SVGElement {\n    open val offset: SVGAnimatedNumber\n
companion object {\n    val ELEMENT_NODE: Short\n    val ATTRIBUTE_NODE: Short\n    val
TEXT_NODE: Short\n    val CDATA_SECTION_NODE: Short\n    val ENTITY_REFERENCE_NODE:
Short\n    val ENTITY_NODE: Short\n    val PROCESSING_INSTRUCTION_NODE: Short\n    val
COMMENT_NODE: Short\n    val DOCUMENT_NODE: Short\n    val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n    val NOTATION_NODE: Short\n    val
DOCUMENT_POSITION_DISCONNECTED: Short\n    val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n    val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY:
Short\n    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n    }\n}\n\n/**\n * Exposes
the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to
Kotlin\n
*\n\npublic external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox,
SVGURIReference, SVGUnitTypes {\n    open val patternUnits: SVGAnimatedEnumeration\n    open val
patternContentUnits: SVGAnimatedEnumeration\n    open val patternTransform: SVGAnimatedTransformList\n

```

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open val x: SVGAnimatedLength\n open val y: SVGAnimatedLength\n open val width: SVGAnimatedLength\n
open val height: SVGAnimatedLength\n\n companion object {\n val SVG_UNIT_TYPE_UNKNOWN:
Short\n val SVG_UNIT_TYPE_USERSPACEONUSE: Short\n val
SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE: Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val
COMMENT_NODE: Short\n val DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n
val DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED: Short\n val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external abstract class
SVGHatchElement : SVGElement {\n companion object {\n val ELEMENT_NODE: Short\n val
ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE: Short\n val
ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val
DOCUMENT_TYPE_NODE: Short\n val DOCUMENT_FRAGMENT_NODE: Short\n val
NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val
DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external
abstract class SVGHatchpathElement : SVGElement {\n companion object {\n val ELEMENT_NODE:
Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val CDATA_SECTION_NODE:
Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE: Short\n val
PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n val NOTATION_NODE: Short\n val
DOCUMENT_POSITION_DISCONNECTED:
Short\n val DOCUMENT_POSITION_PRECEDING: Short\n val
DOCUMENT_POSITION_FOLLOWING: Short\n val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes the JavaScript
[SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin\n */\n\npublic
external abstract class SVGCursorElement : SVGElement, SVGURIReference {\n open val x:
SVGAnimatedLength\n open val y: SVGAnimatedLength\n\n companion object {\n val
ELEMENT_NODE: Short\n val ATTRIBUTE_NODE: Short\n val TEXT_NODE: Short\n val
CDATA_SECTION_NODE: Short\n val ENTITY_REFERENCE_NODE: Short\n val ENTITY_NODE:
Short\n val PROCESSING_INSTRUCTION_NODE: Short\n val COMMENT_NODE: Short\n val
DOCUMENT_NODE: Short\n val DOCUMENT_TYPE_NODE: Short\n val
DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n val DOCUMENT_POSITION_DISCONNECTED: Short\n val
DOCUMENT_POSITION_PRECEDING: Short\n val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n val DOCUMENT_POSITION_CONTAINED_BY:
Short\n val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\n/**\n * Exposes
the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin\n */\n\npublic
external abstract class SVGScriptElement : SVGElement, SVGURIReference,

```

```

HTMLorSVGScriptElement {\n  open var type: String\n  open var crossOrigin: String?\n\n  companion object
{\n  val ELEMENT_NODE: Short\n  val ATTRIBUTE_NODE: Short\n  val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n  val ENTITY_REFERENCE_NODE: Short\n  val
ENTITY_NODE: Short\n  val PROCESSING_INSTRUCTION_NODE: Short\n  val COMMENT_NODE:
Short\n  val DOCUMENT_NODE: Short\n
  val DOCUMENT_TYPE_NODE: Short\n  val DOCUMENT_FRAGMENT_NODE: Short\n  val
NOTATION_NODE: Short\n  val DOCUMENT_POSITION_DISCONNECTED: Short\n  val
DOCUMENT_POSITION_PRECEDING: Short\n  val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n  val DOCUMENT_POSITION_CONTAINED_BY:
Short\n  val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes
the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin\n
*/\npublic external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {\n  open val target:
SVGAnimatedString\n  open val download: SVGAnimatedString\n  open val rel: SVGAnimatedString\n  open
val relList: SVGAnimatedString\n  open val hreflang: SVGAnimatedString\n  open val type:
SVGAnimatedString\n\n  companion object {\n  val ELEMENT_NODE: Short\n  val
ATTRIBUTE_NODE: Short\n  val TEXT_NODE: Short\n
  val CDATA_SECTION_NODE: Short\n  val ENTITY_REFERENCE_NODE: Short\n  val
ENTITY_NODE: Short\n  val PROCESSING_INSTRUCTION_NODE: Short\n  val COMMENT_NODE:
Short\n  val DOCUMENT_NODE: Short\n  val DOCUMENT_TYPE_NODE: Short\n  val
DOCUMENT_FRAGMENT_NODE: Short\n  val NOTATION_NODE: Short\n  val
DOCUMENT_POSITION_DISCONNECTED: Short\n  val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n  val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n  val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}\n\n/**\n * Exposes the JavaScript
[SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin\n
*/\npublic external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {\n  companion
object {\n  val SVG_ZOOMANDPAN_UNKNOWN: Short\n  val SVG_ZOOMANDPAN_DISABLE:
Short\n  val
SVG_ZOOMANDPAN_MAGNIFY: Short\n  val ELEMENT_NODE: Short\n  val ATTRIBUTE_NODE:
Short\n  val TEXT_NODE: Short\n  val CDATA_SECTION_NODE: Short\n  val
ENTITY_REFERENCE_NODE: Short\n  val ENTITY_NODE: Short\n  val
PROCESSING_INSTRUCTION_NODE: Short\n  val COMMENT_NODE: Short\n  val
DOCUMENT_NODE: Short\n  val DOCUMENT_TYPE_NODE: Short\n  val
DOCUMENT_FRAGMENT_NODE: Short\n  val NOTATION_NODE: Short\n  val
DOCUMENT_POSITION_DISCONNECTED: Short\n  val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n  val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n  val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n  }\n}"/\n * Copyright 2010-2022
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for
details\n\npackage org.w3c.files\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport
org.w3c.dom.events.*\nimport org.w3c.xhr.*\n\n/**\n * Exposes the JavaScript
[Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin\n
*/\npublic external open class
Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
MediaPlayer, ImageBitmapSource {\n  open val size: Number\n  open val type: String\n  open val isClosed:
Boolean\n  fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String =
definedExternally): Blob\n  fun close()\n}\n\npublic external interface BlobPropertyBag {\n  var type: String? /*

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= \" *\\n    get() = definedExternally\\n    set(value) =
definedExternally\\n}\\n\\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\\n@kotlin.internal.InlineOnly\\npublic
inline fun BlobPropertyBag(type: String? = \"\"): BlobPropertyBag {\\n    val o = js(\"({})\")\\n    o[\"type\"] = type\\n
return o\\n}\\n\\n/**\\n * Exposes the JavaScript [File](https://developer.mozilla.org/en/docs/Web/API/File) to
Kotlin\\n *\\npublic external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag =
definedExternally) : Blob {\\n    open val name: String\\n    open val lastModified: Int\\n}\\n\\npublic external interface
FilePropertyBag : BlobPropertyBag {\\n    var lastModified: Int?\\n        get() = definedExternally\\n        set(value) =
definedExternally\\n}\\n\\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\\n@kotlin.internal.InlineOnly\\npublic inline fun FilePropertyBag(lastModified: Int? =
undefined, type: String? = \"\"): FilePropertyBag {\\n    val o = js(\"({})\")\\n    o[\"lastModified\"] = lastModified\\n
o[\"type\"] = type\\n    return o\\n}\\n\\n/**\\n * Exposes the JavaScript
[FileList](https://developer.mozilla.org/en/docs/Web/API/FileList)
to Kotlin\\n *\\npublic external abstract class FileList : ItemArrayLike<File> {\\n    override fun item(index: Int):
File?\\n}\\n\\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\\n@kotlin.internal.InlineOnly\\npublic inline operator fun FileList.get(index: Int): File?
= asDynamic()[index]\\n\\n/**\\n * Exposes the JavaScript
[FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin\\n *\\npublic external open class
FileReader : EventTarget {\\n    open val readyState: Short\\n    open val result: dynamic\\n    open val error:
dynamic\\n    var onloadstart: ((ProgressEvent) -> dynamic)?\\n    var onprogress: ((ProgressEvent) -> dynamic)?\\n
var onload: ((Event) -> dynamic)?\\n    var onabort: ((Event) -> dynamic)?\\n    var onerror: ((Event) -> dynamic)?\\n
var onloadend: ((Event) -> dynamic)?\\n    fun readAsArrayBuffer(blob: Blob)\\n    fun readAsBinaryString(blob:
Blob)\\n    fun readAsText(blob: Blob, label: String = definedExternally)\\n    fun
readAsDataURL(blob: Blob)\\n    fun abort()\\n    companion object {\\n        val EMPTY: Short\\n        val
LOADING: Short\\n        val DONE: Short\\n    }\\n}\\n\\n/**\\n * Exposes the JavaScript
[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin\\n *\\npublic external
open class FileReaderSync {\\n    fun readAsArrayBuffer(blob: Blob): ArrayBuffer\\n    fun readAsBinaryString(blob:
Blob): String\\n    fun readAsText(blob: Blob, label: String = definedExternally): String\\n    fun
readAsDataURL(blob: Blob): String\\n}\\n\\n/* Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming
Language contributors.\\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\\n *\\n\\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\\n\\n// See
github.com/kotlin/dukat for details\\n\\npackage org.w3c.notifications\\n\\nimport kotlin.js.*\\nimport
org.khronos.webgl.*\\nimport org.w3c.dom.events.*\\nimport org.w3c.workers.*\\n\\n/**\\n * Exposes the JavaScript [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin\\n
*\\npublic external open class Notification(title: String, options: NotificationOptions = definedExternally) :
EventTarget {\\n    var onclick: ((MouseEvent) -> dynamic)?\\n    var onerror: ((Event) -> dynamic)?\\n    open val
title: String\\n    open val dir: NotificationDirection\\n    open val lang: String\\n    open val body: String\\n    open val
tag: String\\n    open val image: String\\n    open val icon: String\\n    open val badge: String\\n    open val sound:
String\\n    open val vibrate: Array<out Int>\\n    open val timestamp: Number\\n    open val renotify: Boolean\\n
open val silent: Boolean\\n    open val noscreen: Boolean\\n    open val requireInteraction: Boolean\\n    open val
sticky: Boolean\\n    open val data: Any?\\n    open val actions: Array<out NotificationAction>\\n    fun close()\\n    companion object {\\n        val permission: NotificationPermission\\n
        val maxActions: Int\\n        fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit =
definedExternally): Promise<NotificationPermission>\\n    }\\n}\\n\\npublic external interface NotificationOptions {\\n
var dir: NotificationDirection? /* = NotificationDirection.AUTO */\\n    get() = definedExternally\\n    set(value)
= definedExternally\\n    var lang: String? /* = \" */\\n    get() = definedExternally\\n    set(value) =
definedExternally\\n    var body: String? /* = \" */\\n    get() = definedExternally\\n    set(value) =
definedExternally\\n    var tag: String? /* = \" */\\n    get() = definedExternally\\n    set(value) =

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definedExternally\n    var image: String?\n        get() = definedExternally\n        set(value) = definedExternally\n
var icon: String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var badge: String?\n
get() = definedExternally\n    set(value) = definedExternally\n
    var sound: String?\n        get() = definedExternally\n        set(value) = definedExternally\n    var vibrate:
dynamic\n    get() = definedExternally\n    set(value) = definedExternally\n    var timestamp: Number?\n
get() = definedExternally\n    set(value) = definedExternally\n    var renotify: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var silent: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var noscreen: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var requireInteraction: Boolean? /* = false */\n    get()
= definedExternally\n    set(value) = definedExternally\n    var sticky: Boolean? /* = false */\n    get() =
definedExternally\n    set(value) = definedExternally\n    var data: Any? /* = null */\n    get() =
definedExternally\n    set(value) = definedExternally\n
    var actions: Array<NotificationAction>? /* = arrayOf() */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationOptions(dir:
NotificationDirection? = NotificationDirection.AUTO, lang: String? = "", body: String? = "", tag: String? = "",
image: String? = undefined, icon: String? = undefined, badge: String? = undefined, sound: String? = undefined,
vibrate: dynamic = undefined, timestamp: Number? = undefined, renotify: Boolean? = false, silent: Boolean? =
false, noscreen: Boolean? = false, requireInteraction: Boolean? = false, sticky: Boolean? = false, data: Any? = null,
actions: Array<NotificationAction>? = arrayOf()): NotificationOptions {\n    val o = js("{}")\n    o["dir"] = dir\n
o["lang"] = lang\n    o["body"] = body\n    o["tag"] = tag\n    o["image"] = image\n    o["icon"] = icon\n
o["badge"] = badge\n
    o["sound"] = sound\n    o["vibrate"] = vibrate\n    o["timestamp"] = timestamp\n    o["renotify"] = renotify\n
o["silent"] = silent\n    o["noscreen"] = noscreen\n    o["requireInteraction"] = requireInteraction\n
o["sticky"] = sticky\n    o["data"] = data\n    o["actions"] = actions\n    return o\n}\n\npublic external interface
NotificationAction {\n    var action: String?\n    var title: String?\n    var icon: String?\n    get() =
definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationAction(action: String?,
title: String?, icon: String? = undefined): NotificationAction {\n    val o = js("{}")\n    o["action"] = action\n
o["title"] = title\n    o["icon"] = icon\n    return o\n}\n\npublic external interface GetNotificationOptions {\n    var
tag: String? /* = "" */\n    get() = definedExternally\n    set(value)
= definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun GetNotificationOptions(tag: String? =
""): GetNotificationOptions {\n    val o = js("{}")\n    o["tag"] = tag\n    return o\n}\n\n/** Exposes the
JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin\n
*/\n\npublic external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) :
ExtendableEvent {\n    open val notification: Notification\n    open val action: String\n\n    companion object {\n
val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n    }\n}\n\npublic external interface NotificationEventInit : ExtendableEventInit {\n
var notification: Notification?\n    var action: String? /* = "" */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n@Suppress("INVISIBLE_REFERENCE",
"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun NotificationEventInit(notification:
Notification?, action: String? = "", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? =
false): NotificationEventInit {\n    val o = js("{}")\n    o["notification"] = notification\n    o["action"] =
action\n    o["bubbles"] = bubbles\n    o["cancelable"] = cancelable\n    o["composed"] = composed\n    return
o\n}\n\n/* please, don't implement this interface!
*/\n\n@JsName("null")\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface NotificationPermission {\n    companion object\n}\n\npublic inline val

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NotificationPermission.Companion.DEFAULT: NotificationPermission get() =
    \"default\".asDynamic().unsafeCast<NotificationPermission>()\n\npublic inline val
NotificationPermission.Companion.DENIED: NotificationPermission get() =
    \"denied\".asDynamic().unsafeCast<NotificationPermission>()\n\npublic
    inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() =
    \"granted\".asDynamic().unsafeCast<NotificationPermission>()\n\n/* please, don't implement this interface!
    *\n@JsName(\"null\")\n@Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n\npublic external
interface NotificationDirection {\n    companion object\n}\n\npublic inline val
NotificationDirection.Companion.AUTO: NotificationDirection get() =
    \"auto\".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.LTR: NotificationDirection get() =
    \"ltr\".asDynamic().unsafeCast<NotificationDirection>()\n\npublic inline val
NotificationDirection.Companion.RTL: NotificationDirection get() =
    \"rtl\".asDynamic().unsafeCast<NotificationDirection>()\n\n/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\n// NOTE:
    THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n// See github.com/kotlin/dukat for details\n\npackage
org.w3c.workers\n\nimport kotlin.js.*\nimport org.khronos.webgl.*\nimport org.w3c.dom.*\nimport
org.w3c.dom.events.*\nimport org.w3c.fetch.*\nimport org.w3c.notifications.*\n\n/**\n * Exposes the JavaScript
[ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin\n *\n\npublic external
abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker,
UnionClientOrMessagePortOrServiceWorker {\n    open val scriptURL: String\n    open val state:
ServiceWorkerState\n    open var onstatechange: ((Event) -> dynamic)?\n    fun postMessage(message: Any?,
transfer: Array<dynamic> = definedExternally)\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to
Kotlin\n *\n\npublic external abstract class ServiceWorkerRegistration : EventTarget {\n    open val installing:
ServiceWorker?\n    open val waiting: ServiceWorker?\n    open val active: ServiceWorker?\n    open val scope:
String\n    open var onupdatefound: ((Event) -> dynamic)?\n    open val APISpace: dynamic\n    fun update():
Promise<Unit>\n    fun unregister(): Promise<Boolean>\n    fun showNotification(title: String, options:
NotificationOptions = definedExternally): Promise<Unit>\n    fun getNotifications(filter: GetNotificationOptions =
definedExternally): Promise<Array<Notification>>\n    fun methodName(): Promise<dynamic>\n}\n\n/**\n *
Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin\n
*\n\npublic external abstract class ServiceWorkerContainer : EventTarget {\n    open val controller:
ServiceWorker?\n    open val ready: Promise<ServiceWorkerRegistration>\n    open var oncontrollerchange:
((Event) -> dynamic)?\n    open var onmessage: ((MessageEvent) -> dynamic)?\n    fun register(scriptURL: String,
options:
RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>\n    fun
getRegistration(clientURL: String = definedExternally): Promise<Any?>\n    fun getRegistrations():
Promise<Array<ServiceWorkerRegistration>>\n    fun startMessages()\n}\n\n\npublic external interface
RegistrationOptions {\n    var scope: String?\n    get() = definedExternally\n    set(value) = definedExternally\n
var type: WorkerType? /* = WorkerType.CLASSIC */\n    get() = definedExternally\n    set(value) =
definedExternally\n}\n\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n\n@kotlin.internal.InlineOnly\n\npublic inline fun RegistrationOptions(scope: String? =
undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {\n    val o = js(\"{\}\")\n
o[\"scope\"] = scope\n    o[\"type\"] = type\n    return o\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to
Kotlin\n

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*^public external open class ServiceWorkerMessageEvent(type: String, eventInitDict:
ServiceWorkerMessageEventInit = definedExternally) : Event {\n  open val data: Any?\n  open val origin:
String\n  open val lastEventId: String\n  open val source: UnionMessagePortOrServiceWorker?\n  open val
ports: Array<out MessagePort>?\n\n  companion object {\n    val NONE: Short\n    val
CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n
}\n}\n\npublic external interface ServiceWorkerMessageEventInit : EventInit {\n  var data: Any?\n  get() =
definedExternally\n  set(value) = definedExternally\n  var origin: String?\n  get() = definedExternally\n
set(value) = definedExternally\n  var lastEventId: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var source: UnionMessagePortOrServiceWorker?\n  get() = definedExternally\n
set(value) = definedExternally\n
  var ports: Array<MessagePort>?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\n"INVISIBLE_REFERENCE",
\n"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun ServiceWorkerMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
UnionMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles: Boolean? =
false, cancelable: Boolean? = false, composed: Boolean? = false): ServiceWorkerMessageEventInit {\n  val o =
js(\n"({})")\n  o["data"] = data\n  o["origin"] = origin\n  o["lastEventId"] = lastEventId\n  o["source"] =
source\n  o["ports"] = ports\n  o["bubbles"] = bubbles\n  o["cancelable"] = cancelable\n  o["composed"] =
composed\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to
Kotlin\n *^public external
abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {\n  open val clients: Clients\n  open val
registration: ServiceWorkerRegistration\n  open var oninstall: ((Event) -> dynamic)?\n  open var onactivate:
((Event) -> dynamic)?\n  open var onfetch: ((FetchEvent) -> dynamic)?\n  open var onforeignfetch: ((Event) ->
dynamic)?\n  open var onmessage: ((MessageEvent) -> dynamic)?\n  open var onnotificationclick:
((NotificationEvent) -> dynamic)?\n  open var onnotificationclose: ((NotificationEvent) -> dynamic)?\n  open var
onfunctionalevent: ((Event) -> dynamic)?\n  fun skipWaiting(): Promise<Unit>\n}\n\n/**\n * Exposes the
JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin\n *^public external abstract
class Client : UnionClientOrMessagePortOrServiceWorker {\n  open val url: String\n  open val frameType:
FrameType\n  open val id: String\n  fun postMessage(message: Any?, transfer: Array<dynamic> =
definedExternally)\n}\n\n/**\n * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to
Kotlin\n *^public external abstract class WindowClient : Client {\n  open val visibilityState: dynamic\n  open
val focused: Boolean\n  fun focus(): Promise<WindowClient>\n  fun navigate(url: String):
Promise<WindowClient>\n}\n\n/**\n * Exposes the JavaScript
[Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin\n *^public external abstract class
Clients {\n  fun get(id: String): Promise<Any?>\n  fun matchAll(options: ClientQueryOptions =
definedExternally): Promise<Array<Client>>\n  fun openWindow(url: String): Promise<WindowClient?>\n  fun
claim(): Promise<Unit>\n}\n\npublic external interface ClientQueryOptions {\n  var includeUncontrolled:
Boolean? /* = false */\n  get() = definedExternally\n  set(value) = definedExternally\n  var type:
ClientType? /* = ClientType.WINDOW */\n  get() = definedExternally\n  set(value)
= definedExternally\n}\n\n@Suppress(\n"INVISIBLE_REFERENCE",
\n"INVISIBLE_MEMBER")\n@kotlin.internal.InlineOnly\npublic inline fun
ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW):
ClientQueryOptions {\n  val o = js(\n"({})")\n  o["includeUncontrolled"] = includeUncontrolled\n  o["type"] =
type\n  return o\n}\n\n/**\n * Exposes the JavaScript
[ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin\n *^public external
open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {\n  fun

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waitUntil(f: Promise<Any?>)\n\n companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n } \n}\n\npublic external interface ExtendableEventInit : EventInit\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableEventInit(bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ExtendableEventInit {\n    val o = js(\"({})\")\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\n/**\n * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin\n */\n\npublic external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {\n    fun registerForeignFetch(options: ForeignFetchOptions)\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    } \n}\n\npublic external interface ForeignFetchOptions {\n    var scopes: Array<String>?\n    var origins: Array<String>?\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {\n    val o = js(\"({})\")\n    o[\"scopes\"] = scopes\n    o[\"origins\"] = origins\n    return o\n}\n\n/**\n * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin\n */\n\npublic external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {\n    open val request: Request\n    open val clientId: String?\n    open val isReload: Boolean\n    fun respondWith(r: Promise<Response>)\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    } \n}\n\npublic external interface FetchEventInit : ExtendableEventInit {\n    var request: Request?\n    var clientId: String? /* = null */\n    get() = definedExternally\n    set(value) = definedExternally\n    var isReload: Boolean? /* = false */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun FetchEventInit(request: Request?, clientId: String? = null, isReload: Boolean? = false, bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): FetchEventInit {\n    val o = js(\"({})\")\n    o[\"request\"] = request\n    o[\"clientId\"] = clientId\n    o[\"isReload\"] = isReload\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\npublic external open class ForeignFetchEvent(type: String, eventInitDict: ForeignFetchEventInit) : ExtendableEvent {\n    open val request: Request\n    open val origin: String\n    fun respondWith(r: Promise<ForeignFetchResponse>)\n\n    companion object {\n        val NONE: Short\n        val CAPTURING_PHASE: Short\n        val AT_TARGET: Short\n        val BUBBLING_PHASE: Short\n    } \n}\n\npublic external interface ForeignFetchEventInit : ExtendableEventInit {\n    var request: Request?\n    var origin: String? /* = \"null\" */\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchEventInit(request: Request?, origin: String? = \"null\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ForeignFetchEventInit {\n    val o = js(\"({})\")\n    o[\"request\"] = request\n    o[\"origin\"] = origin\n    o[\"bubbles\"] = bubbles\n    o[\"cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n\npublic external interface ForeignFetchResponse {\n    var response: Response?\n    var origin: String?\n    get() = definedExternally\n    set(value) = definedExternally\n    var headers: Array<String>?\n    get() = definedExternally\n    set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\", \"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ForeignFetchResponse(response: Response?, origin: String? = undefined, headers: Array<String>? = undefined): ForeignFetchResponse {\n    val o = js(\"({})\")\n    o[\"response\"] = response\n    o[\"origin\"] = origin\n    o[\"headers\"] = headers\n    return o\n}\n\n/**\n * Exposes the JavaScript [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin\n */\n\npublic external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit =

```

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definedExternally) : ExtendableEvent {\n  open val data: Any?\n  open val origin: String\n  open val lastEventId:
String\n  open val source: UnionClientOrMessagePortOrServiceWorker?\n  open val ports: Array<out
MessagePort>?\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n\n\npublic external interface
  ExtendableMessageEventInit : ExtendableEventInit {\n  var data: Any?\n  get() = definedExternally\n
set(value) = definedExternally\n  var origin: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var lastEventId: String?\n  get() = definedExternally\n  set(value) =
definedExternally\n  var source: UnionClientOrMessagePortOrServiceWorker?\n  get() = definedExternally\n
set(value) = definedExternally\n  var ports: Array<MessagePort>?\n  get() = definedExternally\n
set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun ExtendableMessageEventInit(data:
Any? = undefined, origin: String? = undefined, lastEventId: String? = undefined, source:
UnionClientOrMessagePortOrServiceWorker? = undefined, ports: Array<MessagePort>? = undefined, bubbles:
Boolean? = false, cancelable: Boolean? = false, composed: Boolean?
= false): ExtendableMessageEventInit {\n  val o = js(\"({})\")\n  o[\"data\"] = data\n  o[\"origin\"] = origin\n
o[\"lastEventId\"] = lastEventId\n  o[\"source\"] = source\n  o[\"ports\"] = ports\n  o[\"bubbles\"] = bubbles\n
o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n/*\n * Exposes the JavaScript
[Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin\n */\npublic external abstract class Cache
{\n  fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>\n  fun
matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally):
Promise<Array<Response>>\n  fun add(request: dynamic): Promise<Unit>\n  fun addAll(requests:
Array<dynamic>): Promise<Unit>\n  fun put(request: dynamic, response: Response): Promise<Unit>\n  fun
delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>\n  fun
keys(request: dynamic
= definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Request>>\n}\n\npublic
external interface CacheQueryOptions {\n  var ignoreSearch: Boolean? /* = false */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var ignoreMethod: Boolean? /* = false */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var ignoreVary: Boolean? /* = false */\n  get() =
definedExternally\n  set(value) = definedExternally\n  var cacheName: String?\n  get() =
definedExternally\n  set(value) = definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CacheQueryOptions(ignoreSearch:
Boolean? = false, ignoreMethod: Boolean? = false, ignoreVary: Boolean? = false, cacheName: String? = undefined):
CacheQueryOptions {\n  val o = js(\"({})\")\n  o[\"ignoreSearch\"] = ignoreSearch\n  o[\"ignoreMethod\"] =
ignoreMethod\n
o[\"ignoreVary\"] = ignoreVary\n  o[\"cacheName\"] = cacheName\n  return o\n}\n\npublic external interface
CacheBatchOperation {\n  var type: String?\n  get() = definedExternally\n  set(value) = definedExternally\n
var request: Request?\n  get() = definedExternally\n  set(value) = definedExternally\n  var response:
Response?\n  get() = definedExternally\n  set(value) = definedExternally\n  var options:
CacheQueryOptions?\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n@Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n@kotlin.internal.InlineOnly\npublic inline fun CacheBatchOperation(type: String? =
undefined, request: Request? = undefined, response: Response? = undefined, options: CacheQueryOptions? =
undefined): CacheBatchOperation {\n  val o = js(\"({})\")\n  o[\"type\"] = type\n  o[\"request\"] = request\n
o[\"response\"] = response\n  o[\"options\"] = options\n  return o\n}\n\n/*\n * Exposes the JavaScript [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin\n */\npublic external abstract class CacheStorage {\n  fun match(request: dynamic, options: CacheQueryOptions =
definedExternally): Promise<Any?>\n  fun has(cacheName: String): Promise<Boolean>\n  fun open(cacheName:
String): Promise<Cache>\n  fun delete(cacheName: String): Promise<Boolean>\n  fun keys():

```

```

Promise<Array<String>>}\n\npublic external open class FunctionalEvent : ExtendableEvent {\n  companion
object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val AT_TARGET: Short\n    val
BUBBLING_PHASE: Short\n  }\n\npublic external interface UnionMessagePortOrServiceWorker\n\npublic
external interface UnionClientOrMessagePortOrServiceWorker\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface ServiceWorkerState {\n  companion object\n}\n\npublic
inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() =
"installing".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val
ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() =
"installed".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val
ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() =
"activating".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val
ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() =
"activated".asDynamic().unsafeCast<ServiceWorkerState>()\n\npublic inline val
ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() =
"redundant".asDynamic().unsafeCast<ServiceWorkerState>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface FrameType {\n  companion object\n}\n\npublic inline val FrameType.Companion.AUXILIARY:
FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()\n\npublic
inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-
level".asDynamic().unsafeCast<FrameType>()\n\npublic inline val FrameType.Companion.NESTED: FrameType
get() = "nested".asDynamic().unsafeCast<FrameType>()\n\npublic inline val FrameType.Companion.NONE:
FrameType get() = "none".asDynamic().unsafeCast<FrameType>()\n\n/* please, don't implement this interface!
*\n\n@JsName("null")\n\n@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")\n\npublic external
interface ClientType {\n  companion object\n}\n\npublic inline val ClientType.Companion.WINDOW: ClientType
get() = "window".asDynamic().unsafeCast<ClientType>()\n\npublic inline val ClientType.Companion.WORKER:
ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()\n\npublic inline val
ClientType.Companion.SHAREDWORKER: ClientType get() =
"sharedworker".asDynamic().unsafeCast<ClientType>()\n\npublic inline val ClientType.Companion.ALL:
ClientType get()
= "all".asDynamic().unsafeCast<ClientType>()"/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n *\n\n// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n\n//
See github.com/kotlin/dukat for details\n\npackage org.w3c.xhr\n\nimport kotlin.js.*\nimport
org.khronos.webgl.*\nimport org.w3c.dom.*\nimport org.w3c.dom.events.*\nimport org.w3c.files.*\n\n/**\n *
Exposes the JavaScript
[XMLHttpRequestEventTarget](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequestEventTarget) to
Kotlin\n *\n\npublic external abstract class XMLHttpRequestEventTarget : EventTarget {\n  open var onloadstart:
((ProgressEvent) -> dynamic)?\n  open var onprogress: ((ProgressEvent) -> dynamic)?\n  open var onabort:
((Event) -> dynamic)?\n  open var onerror: ((Event) -> dynamic)?\n  open var onload: ((Event) -> dynamic)?\n
open var ontimeout:
((Event) -> dynamic)?\n  open var onloadend: ((Event) -> dynamic)?\n}\n\npublic external abstract class
XMLHttpRequestUpload : XMLHttpRequestEventTarget\n\n/**\n * Exposes the JavaScript
[XMLHttpRequest](https://developer.mozilla.org/en/docs/Web/API/XMLHttpRequest) to Kotlin\n *\n\npublic
external open class XMLHttpRequest : XMLHttpRequestEventTarget {\n  var onreadystatechange: ((Event) ->
dynamic)?\n  open val readyState: Short\n  var timeout: Int\n  var withCredentials: Boolean\n  open val upload:
XMLHttpRequestUpload\n  open val responseURL: String\n  open val status: Short\n  open val statusText:
String\n  var responseType: XMLHttpRequestResponseType\n  open val response: Any?\n  open val

```

```

responseText: String\n  open val responseXML: Document?\n  fun open(method: String, url: String)\n  fun
open(method: String, url: String, async: Boolean, username: String? = definedExternally, password: String? =
definedExternally)\n  fun setRequestHeader(name:
String, value: String)\n  fun send(body: dynamic = definedExternally)\n  fun abort()\n  fun
getResponseHeader(name: String): String?\n  fun getAllResponseHeaders(): String\n  fun
overrideMimeType(mime: String)\n\n  companion object {\n    val UNSENT: Short\n    val OPENED: Short\n
    val HEADERS_RECEIVED: Short\n    val LOADING: Short\n    val DONE: Short\n  }\n\n  /**\n *
Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin\n
*\n\n  public external open class FormData(form: HTMLFormElement = definedExternally) {\n  fun append(name:
String, value: String)\n  fun append(name: String, value: Blob, filename: String = definedExternally)\n  fun
delete(name: String)\n  fun get(name: String): dynamic\n  fun getAll(name: String): Array<dynamic>\n  fun
has(name: String): Boolean\n  fun set(name: String, value: String)\n  fun set(name: String, value: Blob, filename:
String = definedExternally)\n}\n\n  /**\n * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to
Kotlin\n *\n\n  public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit =
definedExternally) : Event {\n  open val lengthComputable: Boolean\n  open val loaded: Number\n  open val
total: Number\n\n  companion object {\n    val NONE: Short\n    val CAPTURING_PHASE: Short\n    val
AT_TARGET: Short\n    val BUBBLING_PHASE: Short\n  }\n\n  public external interface ProgressEventInit
: EventInit {\n  var lengthComputable: Boolean? /* = false */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var loaded: Number? /* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n  var total: Number? /* = 0 */\n  get() = definedExternally\n  set(value) =
definedExternally\n}\n\n  @Suppress(\"INVISIBLE_REFERENCE\",
\"INVISIBLE_MEMBER\")\n  @kotlin.internal.InlineOnly\n  public
inline fun ProgressEventInit(lengthComputable: Boolean? = false, loaded: Number? = 0, total: Number? = 0,
bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): ProgressEventInit {\n  val o
= js(\"({})\")\n  o[\"lengthComputable\"] = lengthComputable\n  o[\"loaded\"] = loaded\n  o[\"total\"] = total\n
o[\"bubbles\"] = bubbles\n  o[\"cancelable\"] = cancelable\n  o[\"composed\"] = composed\n  return o\n}\n\n  /*
please, don't implement this interface!\n\n  */\n\n  @JsName(\"null\")\n  @Suppress(\"NESTED_CLASS_IN_EXTERNAL_INTERFACE\")\n  public external
interface XMLHttpRequestResponseType {\n  companion object\n}\n\n  public inline val
XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() =
\"\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  public inline val
XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() =
\"arraybuffer\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  public
inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() =
\"blob\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  public inline val
XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() =
\"document\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  public inline val
XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() =
\"json\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  public inline val
XMLHttpRequestResponseType.Companion.TEXT: XMLHttpRequestResponseType get() =
\"text\".asDynamic().unsafeCast<XMLHttpRequestResponseType>()\n\n  \"package kotlin\n\n  import
kotlin.annotation.AnnotationTarget.*\n\n  /**\n * This annotation marks the standard library API that is considered
experimental and is not subject to the\n * [general compatibility
guarantees](https://kotlinlang.org/docs/reference/evolution/components-stability.html) given for the standard
library:\n * the behavior of such API
may be changed or the API may be removed completely in any further release.\n * > Beware using the
annotated API especially if you're developing a library, since your library might become binary incompatible\n *

```

with the future versions of the standard library.

Any usage of a declaration annotated with `@ExperimentalStdlibApi`` must be accepted either by annotating that usage with the `[OptIn]` annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)` or by using the compiler argument `-opt-in=kotlin.ExperimentalStdlibApi``.

```

@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(AnnotationRetention.BINARY)\n@Target(\n CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n TYPEALIAS)\n\n@MustBeDocumented\n@SinceKotlin("1.3")\npublic annotation class
ExperimentalStdlibApi`", /*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n */\npackage kotlin\nimport
kotlin.annotation.AnnotationTarget.*\nimport kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Allows to
infer generic type arguments of a function from the calls in the annotated function parameter of that function.\n *
When this annotation is placed on a generic function parameter of a function,\n * it enables to infer the type
arguments of that generic function from the lambda body passed to that parameter.\n *\n * The calls that affect
inference are either members of the receiver type of an annotated function parameter or\n * extensions for that type.
The extensions must be themselves annotated with `@BuilderInference`.\n *\n * Example: we declare\n * fun
<T> sequence(@BuilderInference block: suspend SequenceScope<T>().->Unit): Sequence<T>\n * and use
it like\n *
val result = sequence { yield("result") }\n *
Here the type argument of the resulting sequence is inferred to
`String` from\n * the argument of the [SequenceScope.yield] function, that is called inside the lambda passed to
[sequence].\n *
Note: this annotation is experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n
*/\n@Target(VALUE_PARAMETER, FUNCTION,
PROPERTY)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.3")\n@ExperimentalTypeInferenc
e\npublic annotation class BuilderInference\n\n/**\n * Enables overload selection based on the type of the value
returned from lambda argument.\n *\n * When two or more function overloads have otherwise the same parameter
lists that differ only in the return type\n * of a functional parameter, this annotation enables overload selection by the
type of the value returned from\n * the lambda function passed to this functional parameter.\n *\n * Example:\n *
*/\n * @OverloadResolutionByLambdaReturnType\n *
fun create(intProducer: () -> Int): Int\n * fun create(doubleProducer: () -> Double): Double\n * val
newValue = create { 3.14 }\n *
The annotation being applied to one of overloads allows to resolve this
ambiguity by analyzing what value is returned\n * from the lambda function.\n *\n * This annotation is also used to
discriminate the annotated overloads in case if overload selection still cannot\n * choose one of them even taking in
account the result of lambda parameter analysis. In that case a warning is reported.\n *\n * Note: this annotation is
experimental, see [ExperimentalTypeInference] on how to opt-in for it.\n
*/\n@Target(FUNCTION)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.4")\n@Experimental
TypeInference\npublic annotation class OverloadResolutionByLambdaReturnType", /*\n * Copyright 2010-2018
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found
in the license/LICENSE.txt file.\n */\npackage kotlin\nimport kotlin.annotation.AnnotationTarget.*\nimport
kotlin.internal.RequireKotlin\nimport kotlin.internal.RequireKotlinVersionKind\n\n/**\n * The experimental
multiplatform support API marker.\n *\n * Any usage of a declaration annotated with
`@ExperimentalMultiplatform` must be accepted either by\n * annotating that usage with the [OptIn] annotation,
e.g. @OptIn(ExperimentalMultiplatform::class)\n * or by using the compiler argument -opt-
in=kotlin.ExperimentalMultiplatform`.\n *\n * @RequiresOptIn\n * @MustBeDocumented\n * @Target(\n CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n TYPEALIAS)\n\n@Retention(AnnotationRetention.BINARY)\npublic annotation class

```

ExperimentalMultiplatform\n\n**\n * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.\n

*\n * This annotation is only applicable to `expect` annotation classes in multi-platform projects and marks that class as `optional`.\n * Optional expected class is allowed to have no corresponding actual class on the platform. Optional annotations can only be used\n * to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,\n * the annotation entries where it's used are simply erased when compiling code on that platform.\n *\n * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.\n

```
*\n@Target(ANNOTATION_CLASS)\n@Retention(AnnotationRetention.BINARY)\n@ExperimentalMultiplatform\npublic annotation class OptionalExpectation\n","/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\npackage kotlin\n\nimport kotlin.annotation.AnnotationRetention.*\nimport
```

```
kotlin.annotation.AnnotationTarget.*\nimport kotlin.reflect.KClass\n\n**\n * Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.\n *\n * Call sites of any declaration that is either annotated with such a marker or mentions in its signature any\n * other declaration that requires opt-in should opt in to the API either by using [OptIn],\n * or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.\n *\n * The intended uses of opt-in markers include, but are not limited to the following:\n * - Experimental API for public preview that might change its semantics or affect binary compatibility.\n * - Internal declarations that should not be used outside the declaring library, but are `public` for technical reasons.\n * - Fragile or delicate API that needs a lot of expertise to use and thus require an explicit opt-in.\n *\n * ## Contagiousness\n
```

*\n * When a declaration is marked with an opt-in requirement, it is considered to be contagious, meaning that all its uses\n * or mentions in other declarations will require an explicit opt-in.\n * A rule of thumb for propagating is the following: if the marked declaration ceases to exist, only\n * the places with explicit opt-in (or the corresponding warning) will break. This rule does not imply transitivity,\n * e.g. the propagation does not propagate opt-in through inlining, making it the responsibility `inline` function author\n * to mark it properly.\n *\n * ### Type scopes\n *\n * A type is considered requiring opt-in if it is marked with an opt-in marker, or the outer declaration (class or interface) requires opt-in.\n * Any use of any declaration that mentions such type in its signature will require an explicit opt-in, even if it is not used\n * directly on the call site, and even if such declarations do not require opt-in directly.\n *\n * For example, consider the following

```
declarations that are marked with non-propagating opt-in:\n * ```\n * @UnstableApi\n * class Unstable\n *\n * @OptIn(UnstableApi::class)\n * fun foo(): Unstable = Unstable()\n *\n * @OptIn(UnstableApi::class)\n * fun bar(arg: Unstable = Unstable()) {\n *\n * @OptIn(UnstableApi::class)\n * fun Unstable?.baz() {\n *\n * and their respective call sites:\n *\n * fun outerFun() {\n *     val s = foo()\n *     bar()\n *     null.baz()\n * }\n *\n * Even though call sites do not mention `Unstable` type directly, the corresponding opt-in warning or error will be triggered\n * in each call site due to propagation contagiousness. Note that the propagation is not transitive, i.e. calls to `outerFun`\n * itself would not trigger any further opt-in requirements.\n *\n * ### Lexical scopes\n *\n * If a type requires an opt-in, such requirement is propagated to its lexical scope and all its nested declarations.\n * For example, for the following scope:\n *\n * @UnstableApi\n * class
```

```
Unstable {\n *     fun memberFun() = ...\n *\n *     class NestedClass {\n *         fun nestedFun() = ...\n *     }\n *\n * Any use of `Unstable`, `NestedClass`, or their member functions will require an explicit opt-in.\n *\n * ### Overridden declarations\n *\n * Opt-in markers are also propagated through the inheritance and interface implementation.\n * If the base declaration requires an opt-in, overriding it requires either an explicit opt-in or\n * propagating the opt-in requirement.\n *\n * See also [Kotlin language
```

documentation](<https://kotlinlang.org/docs/opt-in-requirements.html>) for more information.\n *\n * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.\n * The default message is: `This declaration is experimental and its usage should be marked

with `Marker` or `@OptIn(Marker::class)`, where `Marker` is the opt-in requirement marker.

`@property` level specifies how usages of API without an explicit opt-in are reported in code.

```

*\/n@Target(ANNOTATION_CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.3")\npublic annotation class
RequiresOptIn(\n    val message: String = "",\n    val level: Level = Level.ERROR) {\n    /**\n     * Severity of
the diagnostic that should be reported on usages which did not explicitly opt into\n     * the API either by using
[OptIn] or by being annotated with the corresponding marker annotation.\n     *\/n    public enum class Level {\n
/** Specifies that a warning should be reported on incorrect usages of this API. *\n        WARNING,\n        /**
Specifies that a compilation error should be reported on incorrect usages of this API. *\n        ERROR,\n
}\n}\n\n/**\n * Allows to use the API denoted by the given markers in the annotated file, declaration, or
expression.\n * If a declaration is annotated with [OptIn], its usages are **not** required to opt in to that API.\n
**\n * [markerClass] specifies marker annotations that require explicit opt-in. The marker annotation is\n * not
required to be itself marked with [RequiresOptIn] to enable gradual migration of API from requiring opt-in to the
regular one,\n * yet declaring such OptIn yields a compilation warning.\n * See also [Kotlin language
documentation](https://kotlinlang.org/docs/opt-in-requirements.html) for more information.\n *\/n * @property
markerClass specifies marker annotations that require explicit opt-in.\n * @see RequiresOptIn for a detailed
description of opt-in semantics and propagation rules.\n *\/n@Target(\n    CLASS, PROPERTY,
LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
PROPERTY_SETTER, EXPRESSION, FILE,
TYPEALIAS)\n\n@Retention(SOURCE)\n@SinceKotlin("1.3")\npublic annotation class OptIn(\n    vararg val
markerClass: KClass<out Annotation>)\n\n/**\n * This annotation marks the experimental preview of the
language feature [SubclassOptInRequired].\n
*\n * > Note that this API is in a preview state and has a chance of being changed in the future.\n * Do not use it if
you develop a library since your library can become source incompatible\n * with the future versions of Kotlin.\n
*\n@Target(CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.8")\npublic annotation class
ExperimentalSubclassOptIn\n\n/**\n * Annotation that marks open for subclassing classes and interfaces, and
makes implementation\n * and extension of such declarations as requiring an explicit opt-in.\n * When applied,
any attempt to subclass the target declaration will trigger an opt-in\n * with the corresponding level and message.\n
*\n * The intended uses of subclass opt-in markers include, but are not limited to the following API:\n * - Stable to
use, but unstable to implement due to its further evolution.\n * - Stable to use, but closed for 3rd-part
implementations due to internal or technical reasons.\n * - Stable to use, but delicate or fragile to implement.\n
*\n * - Stable to use, but with a contract that may be weakened in the future in a backwards-incompatible\n * manner
for external implementations.\n * Contrary to regular [RequiresOptIn], there are three ways to opt-in into the
subclassing requirement:\n * - Annotate declaration with the marker annotation, making it propagating.\n * -
Annotate declaration with [OptIn] in order to opt in into the provided guarantees in a non-propagating manner.\n * -
Annotate declaration with [SubclassOptInRequired] with the same marker class, making it further propagating only
for subclassing.\n * Uses of this annotation are limited to open and abstract classes, and non-fun interfaces.\n
Any other uses allowed by CLASS annotation target yield a compilation error.\n *\/n * @property markerClass
specifies marker annotation that require explicit opt-in.\n * @see RequiresOptIn for a detailed description of opt-in
semantics and propagation rules.\n
*\n@Target(CLASS)\n@Retention(BINARY)\n@SinceKotlin("1.8")\n@ExperimentalSubclassOptIn\npublic
annotation class SubclassOptInRequired(\n    val markerClass: KClass<out Annotation>)\n\n","/**\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin\n\nimport
kotlin.annotation.AnnotationRetention.BINARY\nimport kotlin.annotation.AnnotationTarget.*\nimport
kotlin.reflect.KClass\n\n@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
TYPEALIAS)\n@Retention(BINARY)\ninternal annotation class WasExperimental(\n    vararg val markerClass:
KClass<out Annotation>)\n\n","/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the

```

```

license/LICENSE.txt file.\n */\npackage kotlin.collections\n\nimport kotlin.js.JsName\n\n/**\n * Provides a skeletal
implementation
of the read-only [Collection] interface.\n */\n * @param E the type of elements contained in the collection. The
collection is covariant in its element type.\n */\n@SinceKotlin("1.1")\npublic abstract class AbstractCollection<out E> protected constructor() : Collection<E> {\n
    abstract override val size: Int\n
    abstract override fun iterator(): Iterator<E>\n
    override fun contains(element: @UnsafeVariance E): Boolean = any { it == element }\n
    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =\n
        elements.all { contains(it) }\n
    // use when js will support bound refs: elements.all(this::contains)\n
    override fun isEmpty(): Boolean = size == 0\n
    override fun toString(): String = joinToString(", ", "[", "]") {\n
        if (it === this) \"(this Collection)\"\n
        else it.toString()\n
    }\n
}\n\n /**\n * Returns new array of type `Array<Any?>` with the elements of this
collection.\n */\n @JsName("toArray")\n protected
open fun toArray(): Array<Any?> = copyToArrayImpl(this)\n\n /**\n * Fills the provided [array] or creates
new array of the same type\n */\n * and fills it with the elements of this collection.\n */\n protected open fun <T>
toArray(array: Array<T>): Array<T> = copyToArrayImpl(this, array)\n}\n\n"/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.collections\n\nprivate enum class
State {\n
    Ready,\n
    NotReady,\n
    Done,\n
    Failed\n}\n\n/**\n * A base class to simplify implementing iterators
so that implementations only have to implement [computeNext]\n */\n * to implement the iterator, calling [done] when
the iteration is complete.\n */\npublic abstract class AbstractIterator<T> : Iterator<T> {\n
    private var state = State.NotReady\n
    private var nextValue: T? = null\n
    override fun
hasNext(): Boolean {\n
        require(state != State.Failed)\n
        return when (state) {\n
            State.Done -> false\n
            State.Ready -> true\n
            else -> tryToComputeNext()\n
        }\n
}\n\n override fun next(): T {\n
    if (!hasNext()) throw NoSuchElementException()\n
    state = State.NotReady\n
    @Suppress("UNCHECKED_CAST")\n
    return nextValue as T\n
}\n\n private fun tryToComputeNext():
Boolean {\n
    state = State.Failed\n
    computeNext()\n
    return state == State.Ready\n
}\n\n /**\n *
Computes the next item in the iterator.\n */\n * This callback method should call one of these two methods:\n
*\n * * [setNext] with the next value of the iteration\n
* * [done] to indicate there are no more elements\n
*\n
* Failure to call either method will result in the iteration terminating with a failed state\n
*/\n abstract
protected fun computeNext(): Unit\n\n /**\n * Sets
the next value in the iteration, called from the [computeNext] function\n
*/\n protected fun setNext(value: T):
Unit {\n
    nextValue = value\n
    state = State.Ready\n
}\n\n /**\n * Sets the state to done so that the
iteration terminates.\n
*/\n protected fun done() {\n
    state = State.Done\n
}\n}\n\n"/*\n * Copyright
2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n/*\n * Based on GWT
AbstractList\n */\n * Copyright 2007 Google Inc.\n */\n\npackage kotlin.collections\n\n/**\n * Provides a skeletal
implementation of the read-only [List] interface.\n */\n * This class is intended to help implementing read-only lists
so it doesn't support concurrent modification tracking.\n */\n * @param E the type of elements contained in the list.
The list is covariant in its element type.\n */\n@SinceKotlin("1.1")\npublic
abstract class AbstractList<out E> protected constructor() : AbstractCollection<E>(), List<E> {\n
    abstract
override val size: Int\n
    abstract override fun get(index: Int): E\n
    override fun iterator(): Iterator<E> =
IteratorImpl()\n
    override fun indexOf(element: @UnsafeVariance E): Int = indexOfFirst { it == element }\n
    override fun lastIndexOf(element: @UnsafeVariance E): Int = indexOfLast { it == element }\n
    override fun
listIterator(): ListIterator<E> = ListIteratorImpl(0)\n
    override fun listIterator(index: Int): ListIterator<E> =
ListIteratorImpl(index)\n
    override fun subList(fromIndex: Int, toIndex: Int): List<E> = SubList(this, fromIndex,
toIndex)\n
}\n\n private class SubList<out E>(private val list: AbstractList<E>, private val fromIndex: Int, toIndex:
Int) : AbstractList<E>(), RandomAccess {\n
    private var _size: Int = 0\n
    init {\n
        checkRangeIndexes(fromIndex, toIndex, list.size)\n
        this._size = toIndex

```



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- fromIndex\n    }\n    override fun get(index: Int): E {\n        checkElementIndex(index, _size)\n    }\n    return list[fromIndex + index]\n    }\n    override val size: Int get() = _size\n    }\n    /**\n     * Compares
this list with other list instance with the ordered structural equality.\n     *\n     * @return true, if [other] instance is a
[List] of the same size, which contains the same elements in the same order.\n     */\n    override fun equals(other:
Any?): Boolean {\n        if (other === this) return true\n        if (other !is List<*>) return false\n        return
orderedEquals(this, other)\n    }\n    /**\n     * Returns the hash code value for this list.\n     */\n    override fun
hashCode(): Int = orderedHashCode(this)\n    private open inner class IteratorImpl : Iterator<E> {\n        /** the
index of the item that will be returned on the next call to [next]() */\n        protected var index = 0\n        override
fun hasNext():
Boolean = index < size\n        override fun next(): E {\n            if (!hasNext()) throw
NoSuchElementException()\n            return get(index++)\n        }\n    }\n    /**\n     * Implementation of
[ListIterator] for abstract lists.\n     */\n    private open inner class ListIteratorImpl(index: Int) : IteratorImpl(),
ListIterator<E> {\n        init {\n            checkPositionIndex(index, this@AbstractList.size)\n            this.index =
index\n        }\n        override fun hasNext(): Boolean = index > 0\n        override fun nextIndex(): Int =
index\n        override fun previous(): E {\n            if (!hasPrevious()) throw NoSuchElementException()\n            return
get(--index)\n        }\n        override fun previousIndex(): Int = index - 1\n    }\n    internal companion
object {\n        internal fun checkElementIndex(index: Int, size: Int) {\n            if (index < 0 || index >= size) {\n                throw
IndexOutOfBoundsException("index:
$index, size: $size")\n            }\n        }\n        internal fun checkPositionIndex(index: Int, size: Int) {\n            if
(index < 0 || index > size) {\n                throw IndexOutOfBoundsException("index: $index, size: $size")\n            }\n        }\n        internal fun checkRangeIndexes(fromIndex: Int, toIndex: Int, size: Int) {\n            if (fromIndex <
0 || toIndex > size) {\n                throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex,
size: $size")\n            }\n            if (fromIndex > toIndex) {\n                throw
IllegalArgumentException("fromIndex: $fromIndex > toIndex: $toIndex")\n            }\n        }\n        internal fun
checkBoundsIndexes(startIndex: Int, endIndex: Int, size: Int) {\n            if (startIndex < 0 || endIndex > size) {\n                throw
IndexOutOfBoundsException("startIndex: $startIndex, endIndex: $endIndex, size: $size")\n            }\n            if (startIndex > endIndex)
{\n                throw IllegalArgumentException("startIndex: $startIndex > endIndex: $endIndex")\n            }\n        }\n        internal fun
orderedHashCode(c: Collection<*>): Int {\n            var hashCode = 1\n            for (e in c) {\n                hashCode = 31 * hashCode + (e?.hashCode() ?: 0)\n            }\n            return hashCode\n        }\n        internal fun
orderedEquals(c: Collection<*>, other: Collection<*>): Boolean {\n            if (c.size != other.size)
return false\n            val otherIterator = other.iterator()\n            for (elem in c) {\n                val elemOther =
otherIterator.next()\n                if (elem != elemOther) {\n                    return false\n                }\n            }\n            return true\n        }\n    }\n}"/**\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt
file.\n */\n\n\n * Based on GWT AbstractMap\n * Copyright 2007 Google Inc.\n */\n\npackage
kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Map] interface.\n */\n * The
implementor is required to implement [entries] property, which should return read-only set of map entries.\n */\n *
@param K the type of map keys. The map is invariant in its key type.\n * @param V the type of map values. The
map is covariant in its value type.\n */\n\n@SinceKotlin("1.1")\npublic abstract class AbstractMap<K, out V>
protected constructor() : Map<K, V> {\n    override fun containsKey(key: K): Boolean {\n        return
implFindEntry(key) != null\n    }\n    override fun containsValue(value: @UnsafeVariance V): Boolean =
entries.any { it.value == value }\n    internal fun containsEntry(entry: Map.Entry<*, *>): Boolean {\n        // since
entry comes from @UnsafeVariance parameters it can be virtually anything\n        if (entry !is Map.Entry<*, *>)
return false\n        val key = entry.key\n        val value = entry.value\n        val ourValue = get(key)\n        if (value != ourValue)
{\n            return false\n        }\n        // Perhaps it was null and we don't contain the key?\n        if (ourValue ==

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null && !containsKey(key)) {\n        return false\n    }\n    return true\n }\n\n /**\n * Compares
this map with other instance with the ordered structural equality.\n * @return true, if [other] instance is a
[Map] of the same size, all entries of which are contained in the [entries] set of this map.\n * override fun
equals(other: Any?): Boolean {\n    if (other === this) return true\n    if (other !is Map<*, *>) return false\n
if (size != other.size) return false\n    return other.entries.all { containsEntry(it) }\n }\n\n override operator
fun get(key: K): V? = implFindEntry(key)?.value\n\n /**\n * Returns the hash code value for this map.\n
*\n * It is the same as the hashCode of [entries] set.\n * override fun hashCode(): Int =
entries.hashCode()\n\n override fun isEmpty(): Boolean = size == 0\n\n override val size: Int get() =
entries.size\n\n /**\n * Returns a read-only [Set] of all keys in this map.\n * Accessing this property
first time creates a keys view from [entries].\n * All subsequent accesses just return the created instance.\n *
override val keys: Set<K>\n    get() {\n        if (_keys == null) {\n            _keys = object : AbstractSet<K>()\n
{\n                override operator fun contains(element: K): Boolean = containsKey(element)\n            }\n
        }\n\n        override operator fun iterator(): Iterator<K> {\n            val entryIterator = entries.iterator()\n
return object : Iterator<K> {\n                override fun hasNext(): Boolean = entryIterator.hasNext()\n
            }\n\n            override\n\n            fun next(): K = entryIterator.next().key\n        }\n    }\n\n    override val size: Int get()
= this@AbstractMap.size\n }\n\n return _keys!!\n }\n\n @kotlin.concurrent.Volatile\n private var _keys: Set<K>? = null\n\n override fun toString(): String =
entries.joinToString(", ", "\n", "\n") { toString(it) }\n\n private fun toString(entry: Map.Entry<K, V>): String =
toString(entry.key) + "=" + toString(entry.value)\n\n private fun toString(o: Any?): String = if (o === this) \"(this
Map)\" else o.toString()\n\n /**\n * Returns a read-only [Collection] of all values in this map.\n * Accessing this property
first time creates a values view from [entries].\n * All subsequent accesses just return the
created instance.\n * override val values: Collection<V>\n    get() {\n        if (_values == null) {\n            _values = object
:\n                AbstractCollection<V>()\n            {\n                override operator fun contains(element: @UnsafeVariance V): Boolean
= containsValue(element)\n            }\n\n            override operator fun iterator(): Iterator<V> {\n                val
entryIterator = entries.iterator()\n                return object : Iterator<V> {\n                    override fun
hasNext(): Boolean = entryIterator.hasNext()\n                    override fun next(): V = entryIterator.next().value\n                }\n            }\n\n            override val size: Int get() = this@AbstractMap.size\n        }\n    }\n\n    return _values!!\n }\n\n @kotlin.concurrent.Volatile\n private var _values: Collection<V>? =
null\n\n private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }\n\n internal companion object {\n    internal fun entryHashCode(e: Map.Entry<*, *>): Int = with(e) {
(key?.hashCode()
?: 0) xor (value?.hashCode() ?: 0) }\n    internal fun entryToString(e: Map.Entry<*, *>): String = with(e) {
\"$key=$value\" }\n    internal fun entryEquals(e: Map.Entry<*, *>, other: Any?): Boolean {\n        if (other !is
Map.Entry<*, *>) return false\n        return e.key == other.key && e.value == other.value\n    }\n }\n\n \"\n\", \"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n * \npackage kotlin.collections\n\n/**\n * Provides a skeletal implementation of the read-only [Set] interface.\n * This class is intended to help implementing read-only sets so it doesn't support concurrent modification tracking.\n
*\n * @param E the type of elements contained in the set. The set is covariant in its element type.\n
*\n * @since Kotlin(1.1)\n */\npublic abstract class AbstractSet<out E> protected constructor()\n\n : AbstractCollection<E>(), Set<E> {\n    /**\n * Compares this set with other set instance with the unordered
structural equality.\n * @return true, if [other] instance is a [Set] of the same size, all elements of which are
contained in this set.\n * override fun equals(other: Any?): Boolean {\n    if (other === this) return true\n    if (other !is Set<*>) return false\n    return setEquals(this, other)\n }\n\n /**\n * Returns the hash code
value for this set.\n * override fun hashCode(): Int = unorderedHashCode(this)\n\n internal companion
object {\n    internal fun unorderedHashCode(c: Collection<*>): Int {\n        var hashCode = 0\n        for

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(element in c) {\n          hashCode += (element?.hashCode() ?: 0)\n          }\n          return hashCode\n}\n\n internal fun setEquals(c: Set<*>, other: Set<*>): Boolean {\n          if (c.size != other.size) return false\n\n          return c.containsAll(other)\n          }\n          }\n          }", "/*\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin  
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be  
found in the license/LICENSE.txt file.\n * \n\npackage kotlin.collections\n\n/*\n * Resizable-array implementation  
of the deque data structure.\n * \n * The name deque is short for "double ended queue" and is usually pronounced  
"deck".\n * \n * The collection provide methods for convenient access to the both ends.\n * It also implements  
[MutableList] interface and supports efficient get/set operations by index.\n\n *\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic class ArrayDeque<E> :  
AbstractMutableList<E> {\n private var head: Int = 0\n private var elementData: Array<Any?>\n\n override  
var size: Int = 0\n private set\n /**\n * Constructs an empty deque with specified [initialCapacity], or  
throws [IllegalArgumentException]  
if [initialCapacity] is negative.\n *\n public constructor(initialCapacity: Int) {\n elementData = when {\n initialCapacity == 0 -> emptyElementData\n initialCapacity > 0 -> arrayOfNulls(initialCapacity)\n else -> throw IllegalArgumentException("Illegal Capacity: $initialCapacity")\n }\n }\n /**\n * Constructs an empty deque.\n *\n public constructor() {\n elementData = emptyElementData\n }\n /**\n * Constructs a deque that contains the same elements as the specified [elements] collection in the same  
order.\n *\n public constructor(elements: Collection<E>) {\n elementData = elements.toArray()\n size = elementData.size\n if (elementData.isEmpty()) elementData = emptyElementData\n }\n /**\n * Ensures that the capacity of this deque is at least equal to the specified [minCapacity].\n *\n * If the current  
capacity is less than the  
[minCapacity], a new backing storage is allocated with greater capacity.\n * Otherwise, this method takes no  
action and simply returns.\n *\n private fun ensureCapacity(minCapacity: Int) {\n if (minCapacity < 0)  
throw IllegalStateException("Deque is too big.") // overflow\n if (minCapacity <= elementData.size) return\n if (elementData === emptyElementData) {\n elementData =  
arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))\n return\n }\n val newCapacity =  
newCapacity(elementData.size, minCapacity)\n copyElements(newCapacity)\n }\n /**\n * Creates a  
new array with the specified [newCapacity] size and copies elements in the [elementData] array to it.\n *\n private fun copyElements(newCapacity: Int) {\n val newElements = arrayOfNulls<Any?>(newCapacity)\n elementData.copyInto(newElements, 0, head, elementData.size)\n elementData.copyInto(newElements,  
elementData.size  
- head, 0, head)\n head = 0\n elementData = newElements\n }\n\n @kotlin.internal.InlineOnly\n private inline fun internalGet(internalIndex: Int): E {\n @Suppress("UNCHECKED_CAST")\n return  
elementData[internalIndex] as E\n }\n private fun positiveMod(index: Int): Int = if (index >=  
elementData.size) index - elementData.size else index\n private fun negativeMod(index: Int): Int = if (index < 0)  
index + elementData.size else index\n\n @kotlin.internal.InlineOnly\n private inline fun internalIndex(index:  
Int): Int = positiveMod(head + index)\n private fun incremented(index: Int): Int = if (index ==  
elementData.lastIndex) 0 else index + 1\n private fun decremented(index: Int): Int = if (index == 0)  
elementData.lastIndex else index - 1\n\n override fun isEmpty(): Boolean = size == 0\n /**\n * Returns the  
first element, or throws [NoSuchElementException] if this deque is empty.\n *\n public fun  
first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)\n /**\n * Returns the first element, or `null` if this deque is empty.\n *\n public fun firstOrNull(): E? = if  
(isEmpty()) null else internalGet(head)\n /**\n * Returns the last element, or throws  
[NoSuchElementException] if this deque is empty.\n *\n public fun last(): E = if (isEmpty()) throw  
NoSuchElementException("ArrayDeque is empty.") else internalGet(internalIndex(lastIndex))\n /**\n * Returns the last element, or `null` if this deque is empty.\n *\n public fun lastOrNull(): E? = if (isEmpty()) null  
else internalGet(internalIndex(lastIndex))\n /**\n * Prepends the specified [element] to this deque.\n *\n

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public fun addFirst(element: E) {
    ensureCapacity(size + 1)
    head = decremented(head)
    elementData[head] = element
    size += 1
}
/**
 * Appends the specified
 [element] to this deque.
 */
public fun addLast(element: E) {
    ensureCapacity(size + 1)
    elementData[internalIndex(size)] = element
    size += 1
}
/**
 * Removes the first element from
 this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty.
 */
public fun removeFirst(): E {
    if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")
    val element = internalGet(head)
    elementData[head] = null
    head = incremented(head)
    size -= 1
    return element
}
/**
 * Removes the first element from this deque and returns that removed
 element, or returns `null` if this deque is empty.
 */
public fun removeFirstOrNull(): E? = if (isEmpty()) null
else removeFirst()
/**
 * Removes the last element from this deque and returns that removed element, or
 throws [NoSuchElementException] if this deque
 is empty.
 */
public fun removeLast(): E {
    if (isEmpty()) throw
NoSuchElementException("ArrayDeque is empty.")
    val internalLastIndex = internalIndex(lastIndex)
    val element = internalGet(internalLastIndex)
    elementData[internalLastIndex] = null
    size -= 1
    return element
}
/**
 * Removes the last element from this deque and returns that removed element, or
 returns `null` if this deque is empty.
 */
public fun removeLastOrNull(): E? = if (isEmpty()) null
else removeLast()
// MutableList, MutableCollection
public override fun add(element: E): Boolean {
    addLast(element)
    return true
}
public override fun add(index: Int, element: E) {
    AbstractList.checkPositionIndex(index, size)
    if (index == size) {
        addLast(element)
    } else if (index == 0) {
        addFirst(element)
    } else {
        ensureCapacity(size + 1)
        // Elements in circular array lay in 2 ways:
        // 1. `head` is less
        // than `tail`: [#, #, e1, e2, e3, #]
        // 2. `head` is greater than `tail`: [e3, #, #, #, e1, e2]
        // where head
        // is the index of the first element in the circular array,
        // and tail is the index following the last element.
        // At this point the insertion index is not equal to head or tail.
        // Also the circular array can store at
        // least one more element.
        // Depending on where the given element must be inserted the preceding or
        // the succeeding
        // elements will be shifted to make room for the element to be inserted.
        // In case
        // the preceding elements are shifted:
        // * if the insertion index is greater than the head (regardless of circular
        // array form)
        // -> shift the preceding elements
        // * otherwise, the circular array has
        // (2) form and the insertion index is less than tail
        // -> shift all elements in the back of the array
        // -
        // > shift preceding elements in the front of the array
        // In case the succeeding elements are shifted:
        // * if
        // the insertion index is less than the tail (regardless of circular array form)
        // -> shift the succeeding
        // elements
        // * otherwise, the circular array has (2) form and the insertion index is greater than head
        // -
        // -> shift all elements in the front of the array
        // -> shift succeeding elements in the back of the array
        val internalIndex = internalIndex(index)
        if (index < (size + 1) shr 1) {
            // closer to the first element -
            // > shift preceding elements
            val decrementedInternalIndex = decremented(internalIndex)
            val
            decrementedHead = decremented(head)
            if (decrementedInternalIndex >= head) {
                elementData[decrementedHead]
                = elementData[head] // head can be zero
                elementData.copyInto(elementData, head, head + 1,
                decrementedInternalIndex + 1)
            } else { // head > tail
                elementData.copyInto(elementData, head -
                1, head, elementData.size) // head can't be zero
                elementData[elementData.size - 1] = elementData[0]
                elementData.copyInto(elementData, 0, 1, decrementedInternalIndex + 1)
            }
        }
        elementData[decrementedInternalIndex] = element
        head = decrementedHead
    } else { //
    closer to the last element -> shift succeeding elements
        val tail = internalIndex(size)
        if
        (internalIndex < tail) {
            elementData.copyInto(elementData, internalIndex + 1, internalIndex, tail)
        } else { // head > tail
            elementData.copyInto(elementData, 1, 0, tail)
            elementData[0] =
            elementData[elementData.size
            - 1]
            elementData.copyInto(elementData, internalIndex + 1, internalIndex, elementData.size - 1)
        }
        elementData[internalIndex] = element
    }
    size += 1
}
private fun

```

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copyCollectionElements(internalIndex: Int, elements: Collection<E>) {\n    val iterator = elements.iterator()\n    for (index in internalIndex until elementData.size) {\n        if (!iterator.hasNext()) break\n        elementData[index] = iterator.next()\n    }\n    for (index in 0 until head) {\n        if (!iterator.hasNext())\n        break\n        elementData[index] = iterator.next()\n    }\n    size += elements.size\n}\n\npublic override\nfun addAll(elements: Collection<E>): Boolean {\n    if (elements.isEmpty()) return false\n    ensureCapacity(this.size + elements.size)\n    copyCollectionElements(internalIndex(size), elements)\n    return true\n}\n\npublic override fun addAll(index:\nInt, elements: Collection<E>): Boolean {\n    AbstractList.checkPositionIndex(index, size)\n    if (elements.isEmpty()) {\n        return false\n    } else if (index == size) {\n        return addAll(elements)\n    }\n    ensureCapacity(this.size + elements.size)\n    val tail = internalIndex(size)\n    val internalIndex =\n    internalIndex(index)\n    val elementsSize = elements.size\n    if (index < (size + 1) shr 1) {\n        // closer\n        to the first element -> shift preceding elements\n        var shiftedHead = head - elementsSize\n        if (internalIndex >= head) {\n            if (shiftedHead >= 0) {\n                elementData.copyInto(elementData,\n                shiftedHead, head, internalIndex)\n            } else { // head < tail, insertion leads to head >= tail\n                shiftedHead += elementData.size\n                val elementsToShift = internalIndex - head\n                val\n                shiftToBack\n                = elementData.size - shiftedHead\n                if (shiftToBack >= elementsToShift) {\n                    elementData.copyInto(elementData, shiftedHead, head, internalIndex)\n                } else {\n                    elementData.copyInto(elementData, shiftedHead, head, head + shiftToBack)\n                    elementData.copyInto(elementData, 0, head + shiftToBack, internalIndex)\n                }\n            }\n        } else { // head > tail, internalIndex < tail\n            elementData.copyInto(elementData, shiftedHead, head,\n            elementData.size)\n            if (elementsSize >= internalIndex) {\n                elementData.copyInto(elementData,\n                elementData.size - elementsSize, 0, internalIndex)\n            } else {\n                elementData.copyInto(elementData, elementData.size - elementsSize, 0, elementsSize)\n                elementData.copyInto(elementData, 0, elementsSize, internalIndex)\n            }\n        }\n        head = shiftedHead\n        copyCollectionElements(negativeMod(internalIndex -\n        elementsSize), elements)\n    } else {\n        // closer to the last element -> shift succeeding elements\n        val shiftedInternalIndex = internalIndex + elementsSize\n        if (internalIndex < tail) {\n            if (tail +\n            elementsSize <= elementData.size) {\n                elementData.copyInto(elementData, shiftedInternalIndex,\n                internalIndex, tail)\n            } else { // head < tail, insertion leads to head >= tail\n                if (shiftedInternalIndex >= elementData.size) {\n                    elementData.copyInto(elementData,\n                    shiftedInternalIndex - elementData.size, internalIndex, tail)\n                } else {\n                    val shiftToFront =\n                    tail + elementsSize - elementData.size\n                    elementData.copyInto(elementData, 0, tail - shiftToFront,\n                    tail)\n                    elementData.copyInto(elementData, shiftedInternalIndex, internalIndex, tail - shiftToFront)\n                }\n            }\n        } else { // head > tail, internalIndex > head\n            elementData.copyInto(elementData,\n            elementsSize, 0, tail)\n            if (shiftedInternalIndex >= elementData.size) {\n                elementData.copyInto(elementData, shiftedInternalIndex - elementData.size, internalIndex, elementData.size)\n            } else {\n                elementData.copyInto(elementData, 0, elementData.size - elementsSize,\n                elementData.size)\n                elementData.copyInto(elementData, shiftedInternalIndex, internalIndex,\n                elementData.size - elementsSize)\n            }\n        }\n    }\n    copyCollectionElements(internalIndex,\n    elements)\n}\n\nreturn true\n}\n\npublic override fun get(index: Int): E {\n    AbstractList.checkElementIndex(index, size)\n    return internalGet(internalIndex(index))\n}\n\npublic override fun set(index: Int, element: E): E {\n    AbstractList.checkElementIndex(index, size)\n    val internalIndex = internalIndex(index)\n    val oldElement = internalGet(internalIndex)\n    elementData[internalIndex] = element\n    return oldElement\n}\n\npublic override fun contains(element:\nE): Boolean = indexOf(element) != -1\n\npublic override fun indexOf(element: E): Int {\n    val tail =\n    internalIndex(size)\n    if (head < tail) {\n        for (index in head until tail) {\n            if (element ==

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elementData[index]) return index - head\n        }\n        } else if (head >= tail) {\n            for (index in head until
elementData.size) {\n                if (element == elementData[index]) return index - head\n            }\n        } for
(index in 0 until tail) {\n            if (element == elementData[index]) return index + elementData.size - head\n
        }\n    }\n\n    return -1\n }\n\n public override fun lastIndexOf(element: E): Int {\n    val tail = internalIndex(size)\n\n if (head < tail) {\n    for (index in tail - 1 downTo head) {\n        if (element == elementData[index])
return index - head\n    }\n    } else if (head > tail) {\n        for (index in tail - 1 downTo 0) {\n            if
(element == elementData[index]) return index + elementData.size - head\n        }\n        for (index in
elementData.lastIndex downTo head) {\n            if (element == elementData[index]) return index - head\n
        }\n    }\n\n    return -1\n }\n\n public override fun remove(element: E): Boolean {\n    val index =
indexOf(element)\n    if (index == -1) return false\n    removeAt(index)\n    return true\n }\n\n public
override fun removeAt(index: Int): E {\n    AbstractList.checkNotNull(index, size)\n\n    if (index ==
lastIndex) {\n
        return removeLast()\n    } else if (index == 0) {\n        return removeFirst()\n    }\n\n    val
internalIndex = internalIndex(index)\n    val element = internalGet(internalIndex)\n\n    if (index < size shr 1)
{\n        // closer to the first element -> shift preceding elements\n        if (internalIndex >= head) {\n
            elementData.copyInto(elementData, head + 1, head, internalIndex)\n        } else { // head > tail, internalIndex <
head\n            elementData.copyInto(elementData, 1, 0, internalIndex)\n            elementData[0] =
elementData[elementData.size - 1]\n            elementData.copyInto(elementData, head + 1, head, elementData.size
- 1)\n        }\n        elementData[head] = null\n        head = incremented(head)\n    } else {\n        //
closer to the last element -> shift succeeding elements\n        val internalLastIndex = internalIndex(lastIndex)\n\n
        if (internalIndex
<= internalLastIndex) {\n            elementData.copyInto(elementData, internalIndex, internalIndex + 1,
internalLastIndex + 1)\n        } else { // head > tail, internalIndex > head\n
            elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size)\n
            elementData[elementData.size - 1] = elementData[0]\n            elementData.copyInto(elementData, 0, 1,
internalLastIndex + 1)\n        }\n        elementData[internalLastIndex] = null\n    }\n    size -= 1\n\n return element\n }\n\n public override fun removeAll(elements: Collection<E>): Boolean = filterInPlace {
!elements.contains(it) }\n\n public override fun retainAll(elements: Collection<E>): Boolean = filterInPlace {
elements.contains(it) }\n\n private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {\n    if
(this.isEmpty() || elementData.isEmpty())\n        return false\n\n    val tail = internalIndex(size)\n
    var newTail = head\n    var modified = false\n\n    if (head < tail) {\n        for (index in head until tail)
{\n            val element = elementData[index]\n\n            @Suppress("UNCHECKED_CAST")\n            if
(predicate(element as E))\n                elementData[newTail++] = element\n            else\n                modified =
true\n        }\n        elementData.fill(null, newTail, tail)\n    } else {\n        for (index in head until
elementData.size) {\n            val element = elementData[index]\n            elementData[index] = null\n\n
            @Suppress("UNCHECKED_CAST")\n            if (predicate(element as E))\n                elementData[newTail++] = element\n            else\n                modified = true\n        }\n        newTail =
positiveMod(newTail)\n        for (index in 0 until tail) {\n            val element = elementData[index]\n
            elementData[index] = null\n\n            @Suppress("UNCHECKED_CAST")\n            if
(predicate(element as E)) {\n                elementData[newTail] = element\n                newTail =
incremented(newTail)\n            } else {\n                modified = true\n            }\n        }\n    }\n\n    if
(modified)\n        size = negativeMod(newTail - head)\n    return modified\n }\n\n public override fun
clear() {\n    val tail = internalIndex(size)\n    if (head < tail) {\n        elementData.fill(null, head, tail)\n    }
else if (isNotEmpty()) {\n        elementData.fill(null, head, elementData.size)\n        elementData.fill(null, 0,
tail)\n    }\n    head = 0\n    size = 0\n }\n\n @Suppress("NOTHING_TO_OVERRIDE")\n override
fun <T> toArray(array: Array<T>): Array<T> {\n    @Suppress("UNCHECKED_CAST")\n    val dest = (if
(array.size >= size) array

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else arrayOfNulls(array, size)) as Array<Any?>\n\n    val tail = internalIndex(size)\n    if (head < tail) {\n        elementData.copyInto(dest, startIndex = head, endIndex = tail)\n    } else if (isEmpty()) {\n        elementData.copyInto(dest, destinationOffset = 0, startIndex = head, endIndex = elementData.size)\n    }\n    elementData.copyInto(dest, destinationOffset = elementData.size - head, startIndex = 0, endIndex = tail)\n\n    if (dest.size > size) {\n        dest[size] = null // null-terminate\n    }\n\n    @Suppress("UNCHECKED_CAST")\n    return dest as Array<T>\n }\n\n@Suppress("NOTHING_TO_OVERRIDE")\n override fun toArray(): Array<Any?> {\n    return\n    toArray(arrayOfNulls<Any?>(size))\n }\n\n // for testing\n internal fun <T> testToArray(array: Array<T>):\n Array<T> = toArray(array)\n internal fun testToArray(): Array<Any?> = toArray()\n\n internal companion\n object {\n    private val\n    emptyElementData = emptyArray<Any?>()\n    private const val maxArraySize = Int.MAX_VALUE - 8\n    private const val defaultMinCapacity = 10\n\n    internal fun newCapacity(oldCapacity: Int, minCapacity: Int): Int {\n        // overflow-conscious\n        var newCapacity = oldCapacity + (oldCapacity shr 1)\n        if\n        (newCapacity - minCapacity < 0)\n            newCapacity = minCapacity\n        if (newCapacity - maxArraySize\n        > 0)\n            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize\n    }\n\n    return newCapacity\n }\n }\n\n // For testing only\n internal fun internalStructure(structure: (head: Int,\n elements: Array<Any?>) -> Unit) {\n    val tail = internalIndex(size)\n    val head = if (isEmpty() || head < tail)\n    head else head - elementData.size\n    structure(head, toArray())\n }\n }"/ * Copyright 2010-2018 JetBrains\n s.r.o. and Kotlin Programming Language contributors. *

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*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("ArraysKt")\n\npackage\nkotlin.collections\n\nimport kotlin.contracts.*\n\n/*\n * Returns a single list of all elements from all arrays in the\n given array.\n * @sample samples.collections.Arrays.Transformations.flattenArray\n */\npublic fun <T> Array<out\n Array<out T>>.flatten(): List<T> {\n    val result = ArrayList<T>(sumOf { it.size })\n    for (element in this) {\n        result.addAll(element)\n    }\n    return result\n }\n\n/*\n * Returns a pair of lists, where\n * *first* list is built from\n the first values of each pair from this array,\n * *second* list is built from the second values of each pair from this\n array.\n * @sample samples.collections.Arrays.Transformations.unzipArray\n */\npublic fun <T, R> Array<out\n Pair<T, R>>.unzip(): Pair<List<T>, List<R>> {\n    val listT = ArrayList<T>(size)\n    val listR = ArrayList<R>(size)\n    for (pair in this) {\n        listT.add(pair.first)\n        listR.add(pair.second)\n    }\n    return listT to listR\n }\n\n/*\n * Returns `true` if this nullable array is either null or empty.\n * @sample\n samples.collections.Arrays.Usage.arrayIsNullOrEmpty\n */\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun Array<*>.isNullOrEmpty(): Boolean\n{\n    contract {\n        returns(false) implies (this@isNullOrEmpty != null)\n    }\n    return this == null ||\n    this.isEmpty()\n }\n\n/*\n * Returns this array if it's not empty\n * or the result of calling [defaultValue] function if\n the array is empty.\n * @sample samples.collections.Arrays.Usage.arrayIfEmpty\n */\n\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\n@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")\npublic inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Array<*>, C : R =\n if (isEmpty())\n    defaultValue() else\n    this\n\n@OptIn(ExperimentalUnsignedTypes::class)\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.Jvm\nName("contentDeepEquals")\n@kotlin.js.JsName("contentDeepEqualsImpl")\ninternal\nfun <T> Array<out T>?.contentDeepEqualsImpl(other: Array<out T>?): Boolean {\n    if (this === other) return\n    true\n    if (this == null || other == null || this.size != other.size) return false\n    for (i in indices) {\n        val v1 =\n        this[i]\n        val v2 = other[i]\n        if (v1 === v2) {\n            continue\n        } else if (v1 == null || v2 == null) {\n            return false\n        }\n        when {\n            v1 is Array<*> && v2 is Array<*> -> if\n            (!v1.contentDeepEquals(v2)) return false\n            v1 is ByteArray && v2 is ByteArray -> if\n            (!v1.contentEquals(v2)) return false\n            v1 is ShortArray && v2 is ShortArray -> if (!v1.contentEquals(v2))\n            return false\n            v1 is IntArray && v2 is IntArray -> if (!v1.contentEquals(v2)) return false\n            v1 is\n            LongArray

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    && v2 is LongArray -> if (!v1.contentEquals(v2)) return false\n        v1 is FloatArray && v2 is FloatArray
-> if (!v1.contentEquals(v2)) return false\n        v1 is DoubleArray && v2 is DoubleArray -> if
(!v1.contentEquals(v2)) return false\n        v1 is CharArray && v2 is CharArray -> if (!v1.contentEquals(v2))
return false\n        v1 is BooleanArray && v2 is BooleanArray -> if (!v1.contentEquals(v2)) return false\n\n
v1 is UByteArray && v2 is UByteArray -> if (!v1.contentEquals(v2)) return false\n        v1 is UShortArray
&& v2 is UShortArray -> if (!v1.contentEquals(v2)) return false\n        v1 is UIntArray && v2 is UIntArray -
> if (!v1.contentEquals(v2)) return false\n        v1 is ULongArray && v2 is ULongArray -> if
(!v1.contentEquals(v2)) return false\n        else -> if (v1 != v2) return false\n    }\n\n }\n return
true\n}\n\n@SinceKotlin("1.3")\n@PublishedApi\n@kotlin.jvm.JvmName("contentDeepToString")\n@kotlin.js.
JsName("contentDeepToStringImpl")\ninternal
fun <T> Array<out T>?.contentDeepToStringImpl(): String {\n    if (this == null) return "null"\n    val length =
size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE\n    return
buildString(length) {\n        contentDeepToStringInternal(this, mutableListOf())\n    }\n}\n\n@OptIn(ExperimentalUnsignedTypes::class)\nprivate fun <T> Array<out
T>.contentDeepToStringInternal(result: StringBuilder, processed: MutableList<Array<*>>) {\n    if (this in
processed) {\n        result.append("[...]")\n        return\n    }\n    processed.add(this)\n    result.append('[')\n    for (i
in indices) {\n        if (i != 0) {\n            result.append(", ")\n        }\n        val element = this[i]\n        when
(element) {\n            null -> result.append("null")\n            is Array<*> ->
element.contentDeepToStringInternal(result, processed)\n            is ByteArray -> result.append(element.contentToString())\n            is ShortArray ->
result.append(element.contentToString())\n            is IntArray -> result.append(element.contentToString())\n            is LongArray -> result.append(element.contentToString())\n            is FloatArray ->
result.append(element.contentToString())\n            is DoubleArray -> result.append(element.contentToString())\n            is CharArray -> result.append(element.contentToString())\n            is BooleanArray ->
result.append(element.contentToString())\n            is UByteArray -> result.append(element.contentToString())\n            is UShortArray -> result.append(element.contentToString())\n            is UIntArray ->
result.append(element.contentToString())\n            is ULongArray -> result.append(element.contentToString())\n            else -> result.append(element.toString())\n        }\n    }\n    result.append(']')\n    processed.removeAt(processed.lastIndex)\n}"/*\n
* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.collections\n\n/**\n * Data class representing a value from a collection or sequence, along with its index in
that collection or sequence.\n * @property value the underlying value.\n * @property index the index of the
value in the collection or sequence.\n */\npublic data class IndexedValue<out T>(public val index: Int, public val
value: T)\n"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmName("MapAccessorsKt")\n\npackage kotlin.collections\n\nimport
kotlin.reflect.KProperty\nimport kotlin.internal.Exact\n\n/**\n * Returns the value of the property
for the given object from this read-only map.\n * @param thisRef the object for which the value is requested (not
used).\n * @param property the metadata for the property, used to get the name of property and lookup the value
corresponding to this name in the map.\n * @return the property value.\n * @throws NoSuchElementException
when the map doesn't contain value for the property name and doesn't provide an implicit default (see
[withDefault]).\n */\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V> Map<in String, @Exact
V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n    @Suppress("UNCHECKED_CAST")
(getOrImplicitDefault(property.name) as V1)\n\n/**\n * Returns the value of the property for the given object from
this mutable map.\n * @param thisRef the object for which the value is requested (not used).\n * @param property
the metadata for the property, used to get the name of property and lookup the value corresponding to this name in
the map.\n

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* @return the property value.\n * @throws NoSuchElementException when the map doesn't contain value for
the property name and doesn't provide an implicit default (see [withDefault]).\n
*\n@kotlin.jvm.JvmName("getVar")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V, V1 : V>
MutableMap<in String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =\n
@Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)\n\n/**\n * Stores the value of
the property for the given object in this mutable map.\n * @param thisRef the object for which the value is
requested (not used).\n * @param property the metadata for the property, used to get the name of property and store
the value associated with that name in the map.\n * @param value the value to set.\n
*\n@kotlin.internal.InlineOnly\npublic inline operator fun <V> MutableMap<in String, in V>.setValue(thisRef:
Any?, property: KProperty<*>, value: V) {\n    this.put(property.name, value)\n}\n\n"/**\n
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*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MapsKt")\n\npackage
kotlin.collections\n\n/**\n * Returns the value for the given key, or the implicit default value for this map.\n * By
default no implicit value is provided for maps and a [NoSuchElementException] is thrown.\n * To create a map with
implicit default value use [withDefault] method.\n * @throws NoSuchElementException when the map doesn't
contain a value for the specified key and no implicit default was provided for that map.\n
*\n@kotlin.jvm.JvmName("getOrImplicitDefaultNullable")\n@PublishedApi\ninternal fun <K, V> Map<K,
V>.getOrImplicitDefault(key: K): V {\n    if (this is MapWithDefault)\n        return
this.getOrImplicitDefault(key)\n    return getOrElseNullable(key, { throw NoSuchElementException("Key
$key is missing in the map.") })\n}\n\n/**\n * Returns a wrapper of this read-only map, having the implicit default
value provided with the specified function [defaultValue].\n * @param this the original map.\n * @param defaultFunction
the function that provides the implicit default value.\n * This implicit default value is used when the
original map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function,
for example when properties are delegated to the map.\n * When this map already has an implicit default value
provided with a former call to [withDefault], it is being replaced by this call.\n\npublic fun <K, V> Map<K,
V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =\n    when (this) {\n        is MapWithDefault ->
this.map.withDefault(defaultValue)\n        else -> MapWithDefaultImpl(this, defaultValue)\n    }\n\n/**\n * Returns
a wrapper of this mutable map, having the implicit default value provided with the specified function
[defaultValue].\n * @param this the original
map doesn't contain a value for the key specified\n * and a value is obtained with [Map.getValue] function, for
example when properties are delegated to the map.\n * When this map already has an implicit default value
provided with a former call to [withDefault], it is being replaced by this call.\n
*\n@kotlin.jvm.JvmName("withDefaultMutable")\npublic fun <K, V> MutableMap<K,
V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =\n    when (this) {\n        is
MutableMapWithDefault -> this.map.withDefault(defaultValue)\n        else -> MutableMapWithDefaultImpl(this,
defaultValue)\n    }\n\nprivate interface MapWithDefault<K, out V> : Map<K, V> {\n    public val map: Map<K,
V>\n    public fun getOrImplicitDefault(key: K): V\n}\n\nprivate interface MutableMapWithDefault<K, V> :
MutableMap<K, V>, MapWithDefault<K, V> {\n    public override val map: MutableMap<K, V>\n}\n\nprivate
class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default:
(key: K) -> V) : MapWithDefault<K, V> {\n    override fun equals(other: Any?): Boolean = map.equals(other)\n
override fun hashCode(): Int = map.hashCode()\n    override fun toString(): String = map.toString()\n    override val
size: Int get() = map.size\n    override fun isEmpty(): Boolean = map.isEmpty()\n    override fun containsKey(key:
K): Boolean = map.containsKey(key)\n    override fun containsValue(value: @UnsafeVariance V): Boolean =
map.containsValue(value)\n    override fun get(key: K): V? = map.get(key)\n    override val keys: Set<K> get() =
map.keys\n    override val values: Collection<V> get() = map.values\n    override val entries: Set<Map.Entry<K,
V>> get() = map.entries\n    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, {
default(key) })\n}\n\nprivate class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K,
V>, private val default: (key: K) -> V) : MutableMapWithDefault<K, V> {\n    override fun equals(other: Any?):

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Boolean = map.equals(other)\n  override fun hashCode(): Int = map.hashCode()\n  override fun toString(): String
= map.toString()\n  override val size: Int get() = map.size\n  override fun isEmpty(): Boolean = map.isEmpty()\n
override fun containsKey(key: K): Boolean = map.containsKey(key)\n  override fun containsValue(value:
@UnsafeVariance V): Boolean = map.containsValue(value)\n  override fun get(key: K): V? = map.get(key)\n
override val keys: MutableSet<K> get() = map.keys\n  override val values: MutableCollection<V> get() =
map.values\n  override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries\n\n
override fun put(key: K, value: V): V? = map.put(key, value)\n  override fun remove(key: K): V? =
map.remove(key)\n  override fun putAll(from: Map<out K, V>) = map.putAll(from)\n  override fun clear() =
map.clear()\n\n  override fun getOrDefault(key: K): V = map.getOrNull(key, { default(key)
})\n}\n\n", "/**\n * Copyright

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*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\n/**\n * Removes a single instance of the specified element from this\n * collection, if it is
present.\n * \n * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type
`E`.\n * \n * @return `true` if the element has been successfully removed; `false` if it was not present in the
collection.\n * \n * @kotlin.internal.InlineOnly\n * public inline fun <@kotlin.internal.OnlyInputTypes T>
MutableCollection<out T>.remove(element: T): Boolean =\n  @Suppress("UNCHECKED_CAST") (this as
MutableCollection<T>).remove(element)\n\n/**\n * Removes all of this collection's elements that are also
contained in the specified collection.\n * \n * Allows to overcome
type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.\n * \n * @return
`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.\n
*\n * @kotlin.internal.InlineOnly\n * public inline fun <@kotlin.internal.OnlyInputTypes T> MutableCollection<out
T>.removeAll(elements: Collection<T>): Boolean =\n  @Suppress("UNCHECKED_CAST") (this as
MutableCollection<T>).removeAll(elements)\n\n/**\n * Retains only the elements in this collection that are
contained in the specified collection.\n * \n * Allows to overcome type-safety restriction of `retainAll` that requires
to pass a collection of type `Collection<E>`.\n * \n * @return `true` if any element was removed from the collection,
`false` if the collection was not modified.\n * \n * @kotlin.internal.InlineOnly\n * public inline fun
<@kotlin.internal.OnlyInputTypes T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =\n
@Suppress("UNCHECKED_CAST")
(this as MutableCollection<T>).retainAll(elements)\n\n/**\n * Adds the specified [element] to this mutable
collection.\n * \n * @kotlin.internal.InlineOnly\n * public inline operator fun <T> MutableCollection<in
T>.plusAssign(element: T) {\n  this.add(element)\n}\n\n/**\n * Adds all elements of the given [elements]
collection to this mutable collection.\n * \n * @kotlin.internal.InlineOnly\n * public inline operator fun <T>
MutableCollection<in T>.plusAssign(elements: Iterable<T>) {\n  this.addAll(elements)\n}\n\n/**\n * Adds all
elements of the given [elements] array to this mutable collection.\n * \n * @kotlin.internal.InlineOnly\n * public inline
operator fun <T> MutableCollection<in T>.plusAssign(elements: Array<T>) {\n
this.addAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] sequence to this mutable collection.\n
*\n * @kotlin.internal.InlineOnly\n * public inline operator fun <T> MutableCollection<in T>.plusAssign(elements:
Sequence<T>) {\n  this.addAll(elements)\n}\n\n/**\n * Removes a single instance of the specified [element] from this mutable collection.\n
*\n * @kotlin.internal.InlineOnly\n * public inline operator fun <T> MutableCollection<in T>.minusAssign(element: T)
{\n  this.remove(element)\n}\n\n/**\n * Removes all elements contained in the given [elements] collection from
this mutable collection.\n * \n * @kotlin.internal.InlineOnly\n * public inline operator fun <T> MutableCollection<in
T>.minusAssign(elements: Iterable<T>) {\n  this.removeAll(elements)\n}\n\n/**\n * Removes all elements
contained in the given [elements] array from this mutable collection.\n * \n * @kotlin.internal.InlineOnly\n * public
inline operator fun <T> MutableCollection<in T>.minusAssign(elements: Array<T>) {\n
this.removeAll(elements)\n}\n\n/**\n * Removes all elements contained in the given [elements] sequence from this

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mutable collection.\n *^\n@kotlin.internal.InlineOnly\npublic inline operator fun <T> MutableCollection<in
T>.minusAssign(elements:
Sequence<T>) {\n this.removeAll(elements)\n}\n\n/**\n * Adds all elements of the given [elements] collection to
this [MutableCollection].\n *^\npublic fun <T> MutableCollection<in T>.addAll(elements: Iterable<T>): Boolean
{\n when (elements) {\n is Collection -> return addAll(elements)\n else -> {\n var result: Boolean
= false\n for (item in elements)\n if (add(item)) result = true\n return result\n }\n
}\n}\n\n/**\n * Adds all elements of the given [elements] sequence to this [MutableCollection].\n *^\npublic fun
<T> MutableCollection<in T>.addAll(elements: Sequence<T>): Boolean {\n var result: Boolean = false\n for
(item in elements) {\n if (add(item)) result = true\n }\n return result}\n}\n\n/**\n * Adds all elements of the
given [elements] array to this [MutableCollection].\n *^\npublic fun <T> MutableCollection<in T>.addAll(elements:
Array<out T>): Boolean {\n return addAll(elements.asList())}\n}\n\n/**\n * Converts this [Iterable] to a list if it is not a [Collection].\n * Otherwise, returns this.\n *^\ninternal fun <T>
Iterable<T>.convertToListIfNotCollection(): Collection<T> =\n if (this is Collection) this else toList()\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are also contained in the given [elements] collection.\n
*^\npublic fun <T> MutableCollection<in T>.removeAll(elements: Iterable<T>): Boolean {\n return
removeAll(elements.convertToListIfNotCollection())}\n}\n\n/**\n * Removes all elements from this
[MutableCollection] that are also contained in the given [elements] sequence.\n *^\npublic fun <T>
MutableCollection<in T>.removeAll(elements: Sequence<T>): Boolean {\n val list = elements.toList()\n return
list.isNotEmpty() && removeAll(list)\n}\n}\n\n/**\n * Removes all elements from this [MutableCollection] that are
also contained in the given [elements] array.\n *^\npublic fun <T> MutableCollection<in T>.removeAll(elements:
Array<out T>): Boolean {\n return elements.isNotEmpty() && removeAll(elements.asList())}\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the given [elements] collection.\n
*^\npublic fun <T> MutableCollection<in T>.retainAll(elements: Iterable<T>): Boolean {\n return
retainAll(elements.convertToListIfNotCollection())}\n}\n\n/**\n * Retains only elements of this [MutableCollection]
that are contained in the given [elements] array.\n *^\npublic fun <T> MutableCollection<in T>.retainAll(elements:
Array<out T>): Boolean {\n if (elements.isNotEmpty())\n return retainAll(elements.asList())\n else\n
return retainNothing()\n}\n}\n\n/**\n * Retains only elements of this [MutableCollection] that are contained in the
given [elements] sequence.\n *^\npublic fun <T> MutableCollection<in T>.retainAll(elements: Sequence<T>):
Boolean {\n val list = elements.toList()\n if (list.isNotEmpty())\n return retainAll(list)\n else\n
return retainNothing()\n}\n}\n\nprivate fun MutableCollection<*>.retainNothing(): Boolean {\n val result =
isEmpty()\n clear()\n return result}\n}\n\n/**\n * Removes all elements from this [MutableIterable] that
match the given [predicate].\n *^\n * @return `true` if any element was removed from this collection, or `false` when
no elements were removed and collection was not modified.\n *^\npublic fun <T>
MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n}\n\n/**\n * Retains only elements of this [MutableIterable] that match the given [predicate].\n
*^\n * @return `true` if any element was removed from this collection, or `false` when all elements were retained and collection was not
modified.\n *^\npublic fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean =
filterInPlace(predicate, false)\n}\n\nprivate fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean,
predicateResultToRemove: Boolean): Boolean
{\n var result = false\n with(iterator()) {\n while (hasNext())\n if (predicate(next()) ==
predicateResultToRemove) {\n remove()\n result = true\n }\n }\n return
result}\n}\n\n/**\n * Removes the element at the specified [index] from this list.\n * In Kotlin one should use the
[MutableList.removeAt] function instead.\n *^\n@Deprecated("Use removeAt(index) instead.",
ReplaceWith("removeAt(index)"), level = DeprecationLevel.ERROR)\n@kotlin.internal.InlineOnly\npublic inline
fun <T> MutableList<T>.remove(index: Int): T = removeAt(index)\n}\n\n/**\n * Removes the first element from this
mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.\n
*^\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else

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removeAt(0)\n\n/**\n * Removes the
first element from this mutable list and returns that removed element, or returns `null` if this list is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)\n\n/**\n * Removes the last
element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is
empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else
removeAt(lastIndex)\n\n/**\n * Removes the last element from this mutable list and returns that removed element,
or returns `null` if this list is empty.\n
*/\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun <T>
MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)\n\n/**\n * Removes all
elements from this
[MutableList] that match the given [predicate].\n
*/\n * @return `true` if any element was removed from this
collection, or `false` when no elements were removed and collection was not modified.\n
*/\npublic fun <T>
MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)\n\n/**\n * Retains
only elements of this [MutableList] that match the given [predicate].\n
*/\n * @return `true` if any element was
removed from this collection, or `false` when all elements were retained and collection was not modified.\n
*/\npublic fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate,
false)\n\nprivate fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove:
Boolean): Boolean {\n    if (this !is RandomAccess)\n        return (this as
MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)\n    var writeIndex: Int = 0\n    for
(readIndex in 0..lastIndex) {\n        val element
= this[readIndex]\n        if (predicate(element) == predicateResultToRemove)\n            continue\n        if
(writeIndex != readIndex)\n            this[writeIndex] = element\n            writeIndex++\n    }\n    if (writeIndex < size)
{\n        for (removeIndex in lastIndex downTo writeIndex)\n            removeAt(removeIndex)\n        return true\n
    } else {\n        return false\n    }\n}\n\n"/**\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.collections\n\n/** An
iterator over a sequence of values of type `Byte`. */\npublic abstract class ByteIterator : Iterator<Byte> {\n
    override final fun next() = nextByte()\n    /** Returns the next value in the sequence without boxing. */\n    public
abstract fun nextByte(): Byte\n}\n\n/** An iterator over a sequence
of values of type `Char`. */\npublic abstract class CharIterator : Iterator<Char> {\n    override final fun next() =
nextChar()\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextChar():
Char\n}\n\n/** An iterator over a sequence of values of type `Short`. */\npublic abstract class ShortIterator :
Iterator<Short> {\n    override final fun next() = nextShort()\n    /** Returns the next value in the sequence without
boxing. */\n    public abstract fun nextShort(): Short\n}\n\n/** An iterator over a sequence of values of type `Int`.
*/\npublic abstract class IntIterator : Iterator<Int> {\n    override final fun next() = nextInt()\n    /** Returns the
next value in the sequence without boxing. */\n    public abstract fun nextInt(): Int\n}\n\n/** An iterator over a
sequence of values of type `Long`. */\npublic abstract class LongIterator : Iterator<Long> {\n    override final fun
next() = nextLong()\n    /** Returns the next value in
the sequence without boxing. */\n    public abstract fun nextLong(): Long\n}\n\n/** An iterator over a sequence of
values of type `Float`. */\npublic abstract class FloatIterator : Iterator<Float> {\n    override final fun next() =
nextFloat()\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun nextFloat():
Float\n}\n\n/** An iterator over a sequence of values of type `Double`. */\npublic abstract class DoubleIterator :
Iterator<Double> {\n    override final fun next() = nextDouble()\n    /** Returns the next value in the sequence
without boxing. */\n    public abstract fun nextDouble(): Double\n}\n\n/** An iterator over a sequence of values of
type `Boolean`. */\npublic abstract class BooleanIterator : Iterator<Boolean> {\n    override final fun next() =
nextBoolean()\n    /** Returns the next value in the sequence without boxing. */\n    public abstract fun

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nextBoolean(): Boolean\n}\n\n"/\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be
found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("CollectionsKt")\n\npackage
kotlin.collections\n\nprivate open class ReversedListReadOnly<out T>(private val delegate: List<T>) :
AbstractList<T>() {\n    override val size: Int get() = delegate.size\n    override fun get(index: Int): T =
delegate[reverseElementIndex(index)]\n\n    override fun iterator(): Iterator<T> = listIterator(0)\n    override fun
listIterator(): ListIterator<T> = listIterator(0)\n\n    override fun listIterator(index: Int): ListIterator<T> = object :
ListIterator<T> {\n        val delegateIterator = delegate.listIterator(reversePositionIndex(index))\n        override fun
hasNext(): Boolean = delegateIterator.hasPrevious()\n        override fun hasPrevious(): Boolean =
delegateIterator.hasNext()\n        override fun next(): T = delegateIterator.previous()\n
        override fun nextIndex(): Int = reverseIteratorIndex(delegateIterator.previousIndex())\n        override fun
previous(): T = delegateIterator.next()\n        override fun previousIndex(): Int =
reverseIteratorIndex(delegateIterator.nextIndex())\n    }\n}\n\nprivate class ReversedList<T>(private val delegate:
MutableList<T>) : AbstractMutableList<T>() {\n    override val size: Int get() = delegate.size\n    override fun
get(index: Int): T = delegate[reverseElementIndex(index)]\n\n    override fun clear() = delegate.clear()\n    override
fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))\n\n    override fun set(index: Int,
element: T): T = delegate.set(reverseElementIndex(index), element)\n\n    override fun add(index: Int, element: T) {\n
        delegate.add(reversePositionIndex(index), element)\n    }\n\n    override fun iterator(): MutableIterator<T> =
listIterator(0)\n    override fun listIterator(): MutableListIterator<T> = listIterator(0)\n\n    override fun listIterator(index: Int): MutableListIterator<T> = object : MutableListIterator<T> {\n        val
delegateIterator = delegate.listIterator(reversePositionIndex(index))\n        override fun hasNext(): Boolean =
delegateIterator.hasPrevious()\n        override fun hasPrevious(): Boolean = delegateIterator.hasNext()\n        override
fun next(): T = delegateIterator.previous()\n        override fun nextIndex(): Int =
reverseIteratorIndex(delegateIterator.previousIndex())\n        override fun previous(): T = delegateIterator.next()\n
        override fun previousIndex(): Int = reverseIteratorIndex(delegateIterator.nextIndex())\n        override fun
add(element: T) {\n            delegateIterator.add(element)\n            // After an insertion previous() will return an
inserted element.\n            // Moving a cursor back by one element to return a correct value from next().\n            delegateIterator.previous()\n        }\n\n        override fun remove() = delegateIterator.remove()\n
        override fun set(element: T) = delegateIterator.set(element)\n    }\n}\n\nprivate fun
List<*>.reverseElementIndex(index: Int) =\n    if (index in 0..lastIndex) lastIndex - index else throw
IndexOutOfBoundsException("Element index $index must be in range [0..$lastIndex].")\n\nprivate fun
List<*>.reversePositionIndex(index: Int) =\n    if (index in 0..size) size - index else throw
IndexOutOfBoundsException("Position index $index must be in range [0..$size].")\n\nprivate fun
List<*>.reverseIteratorIndex(index: Int) = lastIndex - index\n\n/**\n * Returns a reversed read-only view of the
original List.\n * All changes made in the original list will be reflected in the reversed one.\n * @sample
samples.collections.ReversedViews.asReversedList\n */\n\npublic fun <T> List<T>.asReversed(): List<T> =
ReversedListReadOnly(this)\n\n/**\n * Returns a reversed mutable view of the original mutable List.\n * All
changes made in the original list will be reflected
in the reversed one and vice versa.\n * @sample samples.collections.ReversedViews.asReversedMutableList\n
*/\n\n@kotlin.jvm.JvmName("asReversedMutable")\n\npublic fun <T> MutableList<T>.asReversed():
MutableList<T> = ReversedList(this)\n\n"/\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("SequencesKt")\n\n@file:OptIn(Experimenta
lTypeInference::class)\n\npackage kotlin.sequences\n\nimport kotlin.coroutines.*\nimport
kotlin.coroutines.intrinsics.*\nimport kotlin.experimental.ExperimentalTypeInference\n\n/**\n * Builds a
[Sequence] lazily yielding values one by one.\n */\n * @see kotlin.sequences.generateSequence\n */\n * @sample

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samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n
*\n@SinceKotlin("1.3")\n@Suppress("DEPRECATION")\npublic
fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>().-> Unit): Sequence<T> = Sequence {
iterator(block) }\n\n/**\n * Builds an [Iterator] lazily yielding values one by one.\n *\n * @sample
samples.collections.Sequences.Building.buildIterator\n * @sample samples.collections.Iterables.Building.iterable\n
*\n@SinceKotlin("1.3")\n@Suppress("DEPRECATION")\npublic fun <T> iterator(@BuilderInference block:
suspend SequenceScope<T>().-> Unit): Iterator<T> {\n    val iterator = SequenceBuilderIterator<T>()\n
iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)\n    return
iterator}\n\n/**\n * The scope for yielding values of a [Sequence] or an [Iterator], provides [yield] and [yieldAll]
suspension functions.\n *\n * @see sequence\n * @see iterator\n *\n * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n
*\n@RestrictsSuspension\n@SinceKotlin("1.3")\npublic abstract class SequenceScope<in T> internal
constructor() {\n    /**\n     * Yields a value to the [Iterator] being built and suspends\n     * until the next value is
requested.\n     *\n     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n     * @sample
samples.collections.Sequences.Building.buildFibonacciSequence\n     */\n    public abstract suspend fun yield(value:
T)\n\n    /**\n     * Yields all values from the `iterator` to the [Iterator] being built\n     * and suspends until all these
values are iterated and the next one is requested.\n     *\n     * The sequence of values returned by the given iterator
can be potentially infinite.\n     *\n     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll\n
*/\n    public abstract suspend fun yieldAll(iterator: Iterator<T>)\n\n    /**\n     * Yields a collections of values to
the [Iterator] being built\n     *\n     * and suspends until all these values are iterated and the next one is requested.\n     *\n     * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n    public suspend fun yieldAll(elements:
Iterable<T>) {\n        if (elements is Collection && elements.isEmpty()) return\n        return
yieldAll(elements.iterator())\n    }\n\n    /**\n     * Yields potentially infinite sequence of values to the [Iterator]
being built\n     * and suspends until all these values are iterated and the next one is requested.\n     *\n     * The
sequence can be potentially infinite.\n     *\n     * @sample
samples.collections.Sequences.Building.buildSequenceYieldAll\n     */\n    public suspend fun yieldAll(sequence:
Sequence<T>) = yieldAll(sequence.iterator())\n}\n\nprivate typealias State = Int\nprivate const val
State_NotReady: State = 0\nprivate const val State_ManyNotReady: State = 1\nprivate const val State_ManyReady:
State = 2\nprivate const val State_Ready: State
= 3\nprivate const val State_Done: State = 4\nprivate const val State_Failed: State = 5\nprivate class
SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {\n    private var state =
State_NotReady\n    private var nextValue: T? = null\n    private var nextIterator: Iterator<T>? = null\n    var
nextStep: Continuation<Unit>? = null\n\n    override fun hasNext(): Boolean {\n        while (true) {\n            when
(state) {\n                State_NotReady -> {}\n                State_ManyNotReady ->\n                    if
(nextIterator!!.hasNext()) {\n                        state = State_ManyReady\n                        return true\n                    }\n
else {\n                        nextIterator = null\n                    }\n                State_Done -> return false\n
State_Ready, State_ManyReady -> return true\n                else -> throw exceptionalState()\n            }\n\n            state
= State_Failed\n            val step
= nextStep!!\n            nextStep = null\n            step.resume(Unit)\n        }\n    }\n\n    override fun next(): T {\n
when (state) {\n        State_NotReady, State_ManyNotReady -> return nextNotReady()\n
State_ManyReady -> {\n            state = State_ManyNotReady\n            return nextIterator!!.next()\n        }\n
State_Ready -> {\n            state = State_NotReady\n            @Suppress("UNCHECKED_CAST")\n            val result = nextValue as T\n            nextValue = null\n            return result\n        }\n        else -> throw
exceptionalState()\n    }\n}\n\nprivate fun nextNotReady(): T {\n    if (!hasNext()) throw
NoSuchElementException() else return next()\n}\n\nprivate fun exceptionalState(): Throwable = when (state)

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{\n    State_Done -> NoSuchElementException()\n    State_Failed -> IllegalStateException("\Iterator has
failed.\")\n    else -> IllegalStateException("Unexpected
state of the iterator: $state")\n } \n\n override suspend fun yield(value: T) {\n    nextValue = value\n state = State_Ready\n    return suspendCoroutineUninterceptedOrReturn { c ->\n        nextStep = c\n COROUTINE_SUSPENDED\n    }\n }\n\n override suspend fun yieldAll(iterator: Iterator<T>) {\n    if
(!iterator.hasNext()) return\n    nextIterator = iterator\n    state = State_ManyReady\n    return
suspendCoroutineUninterceptedOrReturn { c ->\n        nextStep = c\n        COROUTINE_SUSPENDED\n
}\n }\n\n // Completion continuation implementation\n override fun resumeWith(result: Result<Unit>) {\n
result.getOrThrow() // just rethrow exception if it is there\n    state = State_Done\n } \n\n override val context:
CoroutineContext\n    get() = EmptyCoroutineContext\n }\n\n /*\n * Copyright 2010-2018 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n package kotlin.collections\n\n internal fun checkWindowSizeStep(size: Int, step: Int) {\n    require(size > 0 &&
step > 0)\n    if (size != step)\n        "\Both size $size and step $step must be greater than zero.\")\n    else\n
        "\size $size must be greater than zero.\")\n }\n }\n\n internal fun <T> Sequence<T>.windowedSequence(size:
Int, step: Int, partialWindows: Boolean, reuseBuffer: Boolean): Sequence<List<T>> {\n
checkWindowSizeStep(size, step)\n    return Sequence { windowedIterator(iterator(), size, step, partialWindows,
reuseBuffer) }\n }\n\n internal fun <T> windowedIterator(iterator: Iterator<T>, size: Int, step: Int, partialWindows:
Boolean, reuseBuffer: Boolean): Iterator<List<T>> {\n    if (!iterator.hasNext()) return EmptyIterator\n    return
iterator<List<T>> {\n        val bufferInitialCapacity = size.coerceAtMost(1024)\n
        val gap = step - size\n        if (gap >= 0) {\n            var buffer = ArrayList<T>(bufferInitialCapacity)\n
var skip = 0\n            for (e in iterator) {\n                if (skip > 0) { skip -- 1; continue }\n                buffer.add(e)\n
                if (buffer.size == size) {\n                    yield(buffer)\n                    if (reuseBuffer) buffer.clear() else buffer =
ArrayList(size)\n                    skip = gap\n                }\n                if (buffer.isNotEmpty()) {\n                    if
(partialWindows || buffer.size == size) yield(buffer)\n                }\n                } else {\n                    var buffer =
RingBuffer<T>(bufferInitialCapacity)\n                    for (e in iterator) {\n                        buffer.add(e)\n                        if
(buffer.isFull()) {\n                            if (buffer.size < size) { buffer = buffer.expanded(maxCapacity = size); continue
}\n                            yield(if (reuseBuffer) buffer else ArrayList(buffer))\n
                            buffer.removeFirst(step)\n                        }\n                    }\n                    if (partialWindows) {\n                        while
(buffer.size > step) {\n                            yield(if (reuseBuffer) buffer else ArrayList(buffer))\n
                            buffer.removeFirst(step)\n                        }\n                    }\n                    if (buffer.isNotEmpty()) yield(buffer)\n                }\n            }\n\n internal class MovingSubList<out E>(private val list: List<E>) : AbstractList<E>(), RandomAccess {\n
private var fromIndex: Int = 0\n    private var _size: Int = 0\n    fun move(fromIndex: Int, toIndex: Int) {\n
checkRangeIndexes(fromIndex, toIndex, list.size)\n        this.fromIndex = fromIndex\n        this._size = toIndex -
fromIndex\n    }\n\n    override fun get(index: Int): E {\n        checkElementIndex(index, _size)\n        return
list[fromIndex + index]\n    }\n\n    override val size: Int get() = _size\n }\n\n /**\n * Provides ring buffer
implementation.\n */\n * Buffer overflow
is not allowed so [add] doesn't overwrite tail but raises an exception.\n */\n private class RingBuffer<T>(private val
buffer: Array<Any?>, filledSize: Int) : AbstractList<T>(), RandomAccess {\n    init {\n        require(filledSize >= 0)\n
        {\n            "\ring buffer filled size should not be negative but it is $filledSize")\n        }\n        require(filledSize <= buffer.size) {\n
            "\ring buffer filled size: $filledSize cannot be larger than the buffer size: ${buffer.size}")\n        }\n\n
constructor(capacity: Int) : this(arrayOfNulls<Any?>(capacity), 0)\n    private val capacity = buffer.size\n
private var startIndex: Int = 0\n    override var size: Int = filledSize\n    private set\n\n    override fun get(index:
Int): T {\n        checkElementIndex(index, size)\n        @SuppressWarnings("UNCHECKED_CAST")\n        return
buffer[startIndex.forward(index)] as T\n    }\n\n    fun isFull() = size == capacity\n\n    override fun iterator():
Iterator<T> = object : AbstractIterator<T>() {\n        private var
count = size\n        private var index = startIndex\n\n        override fun computeNext() {\n            if (count == 0) {\n
                done()\n            }\n            } else {\n                @SuppressWarnings("UNCHECKED_CAST")\n                setNext(buffer[index]

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as T)\n        index = index.forward(1)\n        count--\n        }\n    }\n}\n\n@Suppress(\"UNCHECKED_CAST\")\n override fun <T> toArray(array: Array<T>): Array<T> {\n    val\n    result: Array<T?> =\n        if (array.size < this.size) array.copyOf(this.size) else array as Array<T?>\n\n    val\n    size = this.size\n\n    var widx = 0\n    var idx = startIndex\n\n    while (widx < size && idx < capacity) {\n        result[widx] = buffer[idx] as T\n        widx++\n        idx++\n    }\n\n    idx = 0\n    while (widx <\n    size) {\n        result[widx] = buffer[idx] as T\n        widx++\n        idx++\n    }\n    if (result.size >\n    this.size) result[this.size]\n\n    = null\n\n    return result as Array<T>\n }\n\n override fun toArray(): Array<Any?> {\n    return\n    toArray(arrayOfNulls(size))\n }\n\n /**\n  * Creates a new ring buffer with the capacity equal to the minimum\n    of [maxCapacity] and 1.5 * [capacity].\n  * The returned ring buffer contains the same elements as this ring\n    buffer.\n  */\n fun expanded(maxCapacity: Int): RingBuffer<T> {\n    val newCapacity = (capacity + (capacity\n    shr 1) + 1).coerceAtMost(maxCapacity)\n    val newBuffer = if (startIndex == 0) buffer.copyOf(newCapacity)\n    else toArray(arrayOfNulls(newCapacity))\n    return RingBuffer(newBuffer, size)\n }\n\n /**\n  * Add\n    [element] to the buffer or fail with [IllegalStateException] if no free space available in the buffer\n  */\n fun\n    add(element: T) {\n        if (isFull()) {\n            throw IllegalStateException(\"ring buffer is full\")\n        }\n\n        buffer[startIndex.forward(size)] = element\n\n        size++\n    }\n\n /**\n  * Removes [n] first elements from the buffer or fails with\n    [IllegalArgumentException] if not enough elements in the buffer to remove\n  */\n fun removeFirst(n: Int) {\n    require(n >= 0) { \"n shouldn't be negative but it is $n\" }\n    require(n <= size) { \"n shouldn't be greater than\n    the buffer size: n = $n, size = $size\" }\n\n    if (n > 0) {\n        val start = startIndex\n        val end =\n        start.forward(n)\n\n        if (start > end) {\n            buffer.fill(null, start, capacity)\n            buffer.fill(null, 0,\n            end)\n        } else {\n            buffer.fill(null, start, end)\n        }\n\n        startIndex = end\n        size -=\n        n\n    }\n}\n\n@Suppress(\"NOTHING_TO_INLINE\")\n private inline fun Int.forward(n: Int): Int =\n    (this + n) % capacity\n}\n\n/**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language\n    contributors.\n * Use of this source\n    code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage\n    kotlin.collections\n\n// UByteArray\n\n=====\n\n@Exp\n    erimentalUnsignedTypes\n\nprivate fun partition(\n    array: UByteArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot = array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] > pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n            i++\n            j--\n        }\n    }\n    return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun\n    quickSort(\n    array: UByteArray, left: Int, right: Int) {\n    val index = partition(array, left, right)\n    if (left < index\n    - 1)\n        quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index,\n        right)\n}\n\n// UShortArray\n\n=====\n\n@Exp\n    erimentalUnsignedTypes\n\nprivate fun partition(\n    array: UShortArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot = array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] > pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n            i++\n            j--\n        }\n    }\n    return i\n}\n\n@ExperimentalUnsignedTypes\nprivate fun\n    quickSort(\n    array: UShortArray, left: Int, right: Int) {\n    val index = partition(array, left, right)\n    if (left <\n    index - 1)\n        quickSort(array, left, index - 1)\n    if (index < right)\n        quickSort(array, index, right)\n}\n\n//\n    UIntArray\n\n=====\n\n@Exp\n    erimentalUnsignedTypes\n\nprivate\n    fun partition(\n    array: UIntArray, left: Int, right: Int): Int {\n    var i = left\n    var j = right\n    val pivot =\n    array[(left + right) / 2]\n    while (i <= j) {\n        while (array[i] < pivot)\n            i++\n        while (array[j] >\n        pivot)\n            j--\n        if (i <= j) {\n            val tmp = array[i]\n            array[i] = array[j]\n            array[j] = tmp\n
```



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@sample samples.contracts.returnsNullContract\n @ContractsDsl public fun returns(value: Any?): Returns\n\n
/**\n * Describes a situation when a function returns normally with any value that is not `null`. \n * Use
[SimpleEffect.implies] function to describe a conditional effect that happens in such case.\n * \n * \n //
@sample samples.contracts.returnsNotNullContract\n @ContractsDsl public fun returnsNotNull():
ReturnsNotNull\n\n /**\n * Specifies that the function parameter [lambda] is invoked in place.\n * \n * This
contract specifies that:\n * 1. the function [lambda] can only be invoked during the call of the owner function,\n
* and it won't be invoked after that owner function call is completed;\n
* 2. _(optionally)_ the function [lambda] is invoked the amount of times specified by the [kind] parameter,\n *
see the [InvocationKind] enum for possible values.\n * \n * A function declaring the `callsInPlace` effect must
be _inline_.\n * \n * \n /* @sample samples.contracts.callsInPlaceAtMostOnceContract\n * @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n * @sample
samples.contracts.callsInPlaceExactlyOnceContract\n * @sample
samples.contracts.callsInPlaceUnknownContract\n * \n @ContractsDsl public fun <R> callsInPlace(lambda:
Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace\n}\n\n/**\n * Specifies how
many times a function invokes its function parameter in place.\n * \n * See [ContractBuilder.callsInPlace] for the
details of the call-in-place function contract.\n
*\n@ContractsDsl\n@ExperimentalContracts\n@SinceKotlin("1.3")\npublic enum class InvocationKind {\n
/**\n * A function parameter
will be invoked one time or not invoked at all.\n * \n // @sample
samples.contracts.callsInPlaceAtMostOnceContract\n @ContractsDsl AT_MOST_ONCE,\n\n /**\n * A
function parameter will be invoked one or more times.\n * \n * \n // @sample
samples.contracts.callsInPlaceAtLeastOnceContract\n @ContractsDsl AT_LEAST_ONCE,\n\n /**\n * A
function parameter will be invoked exactly one time.\n * \n * \n // @sample
samples.contracts.callsInPlaceExactlyOnceContract\n @ContractsDsl EXACTLY_ONCE,\n\n /**\n * A
function parameter is called in place, but it's unknown how many times it can be called.\n * \n * \n // @sample
samples.contracts.callsInPlaceUnknownContract\n @ContractsDsl UNKNOWN\n}\n\n/**\n * Specifies the
contract of a function.\n * \n * The contract description must be at the beginning of a function and have at least one
effect.\n * \n * Only the top-level functions can have a contract for now.\n * \n * @param builder the
lambda where the contract of a function is described with the help of the [ContractBuilder] members.\n * \n * \n/*
@sample samples.contracts.returnsContract\n* @sample samples.contracts.returnsTrueContract\n* @sample
samples.contracts.returnsFalseContract\n* @sample samples.contracts.returnsNullContract\n* @sample
samples.contracts.returnsNotNullContract\n* @sample samples.contracts.callsInPlaceAtMostOnceContract\n*
@sample samples.contracts.callsInPlaceAtLeastOnceContract\n* @sample
samples.contracts.callsInPlaceExactlyOnceContract\n* @sample
samples.contracts.callsInPlaceUnknownContract\n*\n@ContractsDsl\n@ExperimentalContracts\n@InlineOnly\n@
SinceKotlin("1.3")\n@Suppress("UNUSED_PARAMETER")\npublic inline fun contract(builder:
ContractBuilder.() -> Unit) { }\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n * \n *\npackage
kotlin.coroutines\n\n/**\n * Marks coroutine context element that intercepts coroutine continuations.\n * The
coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and\n * intercepts all coroutine
continuations with [interceptContinuation] invocations.\n * \n * [ContinuationInterceptor] behaves like a
[polymorphic element][AbstractCoroutineContextKey], meaning that\n * its implementation delegates
[get][CoroutineContext.Element.get] and [minusKey][CoroutineContext.Element.minusKey]\n * to
[getPolymorphicElement] and [minusPolymorphicKey] respectively.\n * [ContinuationInterceptor] subtypes can be
extracted from the coroutine context using either [ContinuationInterceptor.Key]\n * or subtype key if it extends
[AbstractCoroutineContextKey].\n *\n@SinceKotlin("1.3")\npublic interface ContinuationInterceptor :
CoroutineContext.Element {\n /**\n * The key that defines *the* context interceptor.\n * \n *\n companion

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object Key : CoroutineContext.Key<ContinuationInterceptor>\n\n
    /**\n     * Returns continuation that wraps the original [continuation], thus intercepting all resumptions.\n     * This function is invoked by coroutines framework when needed and the resulting continuations are\n     * cached internally per each instance of the original [continuation].\n     * This function may simply return original [continuation] if it does not want to intercept this particular continuation.\n     * When the original [continuation] completes, coroutine framework invokes [releaseInterceptedContinuation]\n     * with the resulting continuation if it was intercepted, that is if `interceptContinuation` had previously\n     * returned a different continuation instance.\n     */\n    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>\n\n    /**\n     * Invoked for the continuation instance returned by [interceptContinuation] when the original\n     * continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation]\n     * had returned a different continuation instance from the one it was invoked with.\n     * Default implementation does nothing.\n     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.\n     */\n    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {\n        /* do nothing by default */\n    }\n\n    public override operator fun <E : CoroutineContext.Element> get(key: CoroutineContext.Key<E>): E? {\n        // getPolymorphicKey specialized for ContinuationInterceptor key\n        @OptIn(ExperimentalStdlibApi::class)\n        if (key is AbstractCoroutineContextKey<*, *>) {\n            @Suppress("UNCHECKED_CAST")\n            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n        }\n        @Suppress("UNCHECKED_CAST")\n        return if (ContinuationInterceptor === key) this as E else null\n    }\n\n    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {\n        // minusPolymorphicKey specialized for ContinuationInterceptor key\n        @OptIn(ExperimentalStdlibApi::class)\n        if (key is AbstractCoroutineContextKey<*, *>) {\n            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n        }\n        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this\n    }\n\n    /**\n     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n     */\n\n    /**\n     * Persistent context for the coroutine. It is an indexed set of [Element] instances.\n     * An indexed set is a mix between a set and a map.\n     * Every element in this set has a unique [Key].\n     */\n    @SinceKotlin("1.3")\n    public interface CoroutineContext {\n\n        /**\n         * Returns the element with the given [key] from this context or `null`.\n         */\n        public operator fun <E : Element> get(key: Key<E>): E?\n\n        /**\n         * Accumulates entries of this context starting with [initial] value and applying [operation]\n         * from left to right to current accumulator value and each element of this context.\n         */\n        public fun <R> fold(initial: R, operation: (R, Element) -> R): R\n\n        /**\n         * Returns a context containing elements from this context and elements from other [context].\n         * The elements from this context with the same key as in the other one are dropped.\n         */\n        public operator fun plus(context: CoroutineContext): CoroutineContext =\n            if (context === EmptyCoroutineContext) this else // fast path -- avoid lambda creation\n                context.fold(this) { acc, element ->\n                    val removed = acc.minusKey(element.key)\n                    if (removed === EmptyCoroutineContext) element else {\n                        // make sure interceptor is always last in the context (and thus is fast to get when present)\n                        val interceptor = removed[ContinuationInterceptor]\n                        if (interceptor == null)\n                            CombinedContext(removed, element) else {\n                                val left =\n                                    removed.minusKey(ContinuationInterceptor)\n                                if (left === EmptyCoroutineContext)\n                                    CombinedContext(element, interceptor) else\n                                        CombinedContext(CombinedContext(left, element),\n                                            interceptor)\n                            }\n                    }\n                }\n\n        /**\n         * Returns a context containing elements from this context, but without an element with\n         * the specified [key].\n         */\n        public fun minusKey(key: Key<*>): CoroutineContext\n\n        /**\n         * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.\n         */\n        public interface Key<E : Element> {\n\n            /**\n             * An element of the [CoroutineContext].\n             *\n             * An element of the coroutine context is a singleton context by itself.\n             */\n            public interface Element : CoroutineContext {\n\n                /**\n                 * A key of this coroutine context element.\n                 */\n                public val key:

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Key<*>\n\n    public override operator fun <E : Element> get(key: Key<E>): E? =\n
@Suppress("UNCHECKED_CAST")\n        if (this.key == key) this as E else null\n\n    public override fun
<R> fold(initial: R, operation: (R, Element) -> R): R =\n        operation(initial, this)\n\n    public override fun
minusKey(key: Key<*>): CoroutineContext =\n        if (this.key == key) EmptyCoroutineContext else this\n
}\n}\n", "/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.coroutines\n\nimport kotlin.coroutines.CoroutineContext.Element\nimport
kotlin.coroutines.CoroutineContext.Key\n\n/**\n * Base class for [CoroutineContext.Element] implementations.\n
*\n * @SinceKotlin("1.3")\n */\npublic abstract class AbstractCoroutineContextElement(public override val key:
Key<*>) : Element\n\n/**\n * Base class for [CoroutineContext.Key] associated with polymorphic
[CoroutineContext.Element] implementation.\n * Polymorphic element implementation implies delegating its
[get][Element.get] and [minusKey][Element.minusKey]\n * to [getPolymorphicElement] and
[minusPolymorphicKey] respectively.\n *\n * Polymorphic elements can be extracted from the coroutine context
using both element key and its supertype key.\n * Example of polymorphic elements:\n * ```\n * open class
BaseElement : CoroutineContext.Element {\n *     companion object Key : CoroutineContext.Key<BaseElement>\n
*\n *     override val key: CoroutineContext.Key<*> get() = Key\n *     // It is important to use getPolymorphicKey and
minusPolymorphicKey\n *     override fun <E : CoroutineContext.Element>
get(key: CoroutineContext.Key<E>): E? = getPolymorphicElement(key)\n *     override fun minusKey(key:
CoroutineContext.Key<*>): CoroutineContext = minusPolymorphicKey(key)\n * }\n *\n * class DerivedElement :
BaseElement() {\n *     companion object Key : AbstractCoroutineContextKey<BaseElement,
DerivedElement>(BaseElement, { it as? DerivedElement })\n * }\n * // Now it is possible to query both
`BaseElement` and `DerivedElement`\n * someContext[BaseElement] // Returns BaseElement?, non-null both for
BaseElement and DerivedElement instances\n * someContext[DerivedElement] // Returns DerivedElement?, non-
null only for DerivedElement instance\n * ```\n * @param B base class of a polymorphic element\n * @param
baseKey an instance of base key\n * @param E element type associated with the current key\n * @param safeCast a
function that can safely cast abstract [CoroutineContext.Element] to the concrete [E] type\n *         and return
the element if it is a subtype of
[E] or `null` otherwise.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalStdlibApi\n */\npublic abstract class
AbstractCoroutineContextKey<B : Element, E : B>(\n    baseKey: Key<B>,\n    private val safeCast: (element:
Element) -> E?) : Key<E> {\n    private val topmostKey: Key<*> = if (baseKey is
AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey\n\n    internal fun tryCast(element:
Element): E? = safeCast(element)\n    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey
=== key\n}\n\n/**\n * Returns the current element if it is associated with the given [key] in a polymorphic manner
or `null` otherwise.\n * This method returns non-null value if either [Element.key] is equal to the given [key] or if
the [key] is associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See
[AbstractCoroutineContextKey] for the example of usage.\n
*\n * @SinceKotlin("1.3")\n * @ExperimentalStdlibApi\n */\npublic fun <E : Element>
Element.getPolymorphicElement(key: Key<E>):
E? {\n    if (key is AbstractCoroutineContextKey<*, *>) {\n        @Suppress("UNCHECKED_CAST")\n        return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null\n    }\n
*\n * Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner\n * or `null`
otherwise.\n * This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is
associated\n * with [Element.key] via [AbstractCoroutineContextKey].\n * See [AbstractCoroutineContextKey] for
the example of usage.\n *\n * @SinceKotlin("1.3")\n * @ExperimentalStdlibApi\n */\npublic fun
Element.minusPolymorphicKey(key: Key<*>): CoroutineContext {\n    if (key is AbstractCoroutineContextKey<*,
*>) {\n        return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this\n    }\n
return if (this.key === key) EmptyCoroutineContext

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else this\n}\n\n/**\n * An empty coroutine context.\n */\n@SinceKotlin("1.3")\npublic object
EmptyCoroutineContext : CoroutineContext, Serializable {\n    private const val serialVersionUID: Long = 0\n    private fun readResolve(): Any = EmptyCoroutineContext\n\n    public override fun <E : Element> get(key:
Key<E>): E? = null\n    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial\n    public
override fun plus(context: CoroutineContext): CoroutineContext = context\n    public override fun minusKey(key:
Key<*>): CoroutineContext = this\n    public override fun hashCode(): Int = 0\n    public override fun toString():
String = \"EmptyCoroutineContext\"\n}\n\n//----- internal impl ----- \n\n// this class is not
exposed, but is hidden inside implementations\n// this is a left-biased list, so that `plus` works
naturally\n@SinceKotlin("1.3")\ninternal class CombinedContext(\n    private val left: CoroutineContext,\n    private val element: Element\n) : CoroutineContext, Serializable {\n    override fun <E : Element> get(key:
Key<E>): E? {\n        var cur = this\n        while (true) {\n            cur.element[key]?.let { return it }\n            val next
= cur.left\n            if (next is CombinedContext) {\n                cur = next\n            } else {\n                return
next[key]\n            }\n        }\n    }\n\n    public override fun <R> fold(initial: R, operation: (R, Element) -> R): R =\n        operation(left.fold(initial, operation), element)\n\n    public override fun minusKey(key: Key<*>):
CoroutineContext {\n        element[key]?.let { return left }\n        val newLeft = left.minusKey(key)\n        return
when {\n            newLeft === left -> this\n            newLeft === EmptyCoroutineContext -> element\n            else ->
CombinedContext(newLeft, element)\n        }\n    }\n\n    private fun size(): Int {\n        var cur = this\n        var size
= 2\n        while
(true) {\n            cur = cur.left as? CombinedContext ?: return size\n            size++\n        }\n    }\n\n    private fun
contains(element: Element): Boolean =\n        get(element.key) == element\n\n    private fun containsAll(context:
CombinedContext): Boolean {\n        var cur = context\n        while (true) {\n            if (!contains(cur.element))
return false\n            val next = cur.left\n            if (next is CombinedContext) {\n                cur = next\n            } else
{\n                return contains(next as Element)\n            }\n        }\n    }\n\n    override fun equals(other: Any?):
Boolean =\n        this === other || other is CombinedContext && other.size() == size() &&
other.containsAll(this)\n\n    override fun hashCode(): Int = left.hashCode() + element.hashCode()\n\n    override
fun toString(): String =\n        \"[\" + fold(\" \") { acc, element ->\n            if (acc.isEmpty()) element.toString() else
\"$acc, $element\"\n        } + \"]\"\n\n    private fun writeReplace(): Any {\n        val n = size()\n        val elements =
arrayOfNulls<CoroutineContext>(n)\n        var index = 0\n        fold(Unit) { _, element -> elements[index++] =
element }\n        check(index == n)\n        @Suppress(\"UNCHECKED_CAST\")\n        return Serialized(elements
as Array<CoroutineContext>)\n    }\n\n    private class Serialized(val elements: Array<CoroutineContext>) :
Serializable {\n        companion object {\n            private const val serialVersionUID: Long = 0L\n        }\n\n        private fun readResolve(): Any = elements.fold(EmptyCoroutineContext, CoroutineContext::plus)\n    }\n}\n\n\"/*\n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n@file:kotlin.jvm.JvmName(\"IntrinsicsKt\")\n@file:kotlin.jvm.JvmMultifileClass\n\npackage
kotlin.coroutines.intrinsics\n\nimport
kotlin.contracts.*\nimport kotlin.coroutines.*\nimport kotlin.internal.InlineOnly\n\n/**\n * Obtains the current
continuation instance inside suspend functions and either suspends\n * currently running coroutine or returns result
immediately without suspension.\n * If the [block] returns the special [COROUTINE_SUSPENDED] value, it
means that suspend function did suspend the execution and will\n * not return any result immediately. In this case,
the [Continuation] provided to the [block] shall be\n * resumed by invoking [Continuation.resumeWith] at some
moment in the\n * future when the result becomes available to resume the computation.\n * Otherwise, the
return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.\n *
It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.\n
* As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked,\n
* its proper return type remains on the conscience of the suspend function's author.\n * Invocation of
[Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the\n *

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[ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].\n * It is the invoker's responsibility to ensure that a proper invocation context is established.\n * [Continuation.intercepted] can be used to acquire the intercepted continuation.\n *\n * Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously\n * in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current\n * continuation instance.\n

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*\n@SinceKotlin("1.3")\n@InlineOnly\n@Suppress("UNUSED_PARAMETER",
"RedundantSuspendModifier")\npublic suspend inline fun <T>
suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T {\n
    contract { callsInPlace(block, InvocationKind.EXACTLY_ONCE) }\n    throw
    NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")\n}\n\n/**\n * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that\n * the execution was suspended and will not return any result immediately.\n * \n * **Note: this value should not be used in general code.** Using it outside of the context of\n * `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to,\n * storing this value in other properties, returning it from other functions, etc)\n * can lead to unspecified behavior of the code.\n */\n\n// It is implemented as property with getter to avoid ProGuard <clint> problem with multifile IntrinsicsKt class\n@SinceKotlin("1.3")\npublic val
COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED\n\n// Using enum here ensures two important properties:\n// 1. It makes
SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums)\n// 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from\n@SinceKotlin("1.3")\n@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move\ninternal enum class CoroutineSingletons {
COROUTINE_SUSPENDED, UNDECIDED, RESUMED }\n\n/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("EXPECT_AND_ACTUAL_IN_THE_SAME_MODULE") // for building kotlin-stdlib-jvm-minimal-for-test\n\npackage kotlin.enums\n\n/**\n * A specialized immutable implementation of [List] interface that\n * contains all enum entries of the specified enum type [E].\n * [EnumEntries] contains all enum entries in the order they are declared in the source code,\n * consistently with the corresponding [Enum.ordinal] values.\n * \n * An instance of this interface can only be obtained from `EnumClass.entries` property.\n * \n * #####\n * Implementation note\n * All basic operations, such as `contains` and `indexOf`, are executed in constant time and are likely to be\n * faster than regular `ArrayList<E>` counterparts.\n
*\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic sealed interface EnumEntries<E : Enum<E>> : List<E>\n\n@PublishedApi\n@SinceKotlin("1.8") // Used by pre-1.9.0 JVM compiler for the feature in preview mode. Can be safely removed around 2.1\ninternal fun <E : Enum<E>> enumEntries(entriesProvider: () -> Array<E>): EnumEntries<E> =
EnumEntriesList(entriesProvider())\n\n@PublishedApi\n@SinceKotlin("1.8")\ninternal fun <E : Enum<E>> enumEntries(entries: Array<E>): EnumEntries<E> = EnumEntriesList(entries)\n\n@SinceKotlin("1.8")\nprivate class EnumEntriesList<T>
: Enum<T>>(private val entries: Array<T>) : EnumEntries<T>, AbstractList<T>(), Serializable {\n\n    // WA for JS IR bug:\n    // class type parameter name MUST be different from E (AbstractList<E> type parameter),\n    // otherwise the bridge names for contains() and indexOf() will be clashed with the original method names,\n    // and produced JS code will not contain type checks and will not work correctly.\n\n    override val size: Int\n        get() = entries.size\n\n    override fun get(index: Int): T {\n        checkElementIndex(index, entries.size)\n        return entries[index]\n    }\n\n    // By definition, EnumEntries contains **all** enums in declaration order,\n    // thus we are able to short-circuit the implementation here\n\n    override fun contains(element: T): Boolean {\n        @Suppress("SENSELESS_COMPARISON")\n        if (element === null) return false // WA for JS IR bug\n        // Check identity due to UnsafeVariance\n        val target = entries.getOrNull(element.ordinal)\n
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    return target === element\n    }\n\n    override fun indexOf(element: T): Int {\n
@Suppress(\\"SENSELESS_COMPARISON\\")\n    if (element === null) return -1 // WA for JS IR bug\n    //
Check identity due to UnsafeVariance\n    val ordinal = element.ordinal\n    val target =
entries.getOrNull(ordinal)\n    return if (target === element) ordinal else -1\n    }\n\n    override fun
lastIndexOf(element: T): Int = indexOf(element)\n    @Suppress(\\"unused\\")\n    private fun writeReplace(): Any
{\n    // Used for Java serialization: EESP ensures that deserialized object always reflects the state of the
enum on the target classpath\n    return EnumEntriesSerializationProxy(entries)\n    }\n}\n\ninternal expect class
EnumEntriesSerializationProxy<E : Enum<E>>(entries: Array<E>)\n"/*\n * Copyright 2010-2022 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.experimental\n\n/*\n * This annotation
marks the experimental [ObjCName][kotlin.native.ObjCName] annotation.\n
*\n@RequiresOptIn\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@Retention(AnnotationRetention.BI
NARY)\n@MustBeDocumented\n@SinceKotlin(\"1.8\")\npublic annotation class ExperimentalObjCName\n"/*\n
* Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.experimental\n\n/*\n * This annotation marks the experimental Objective-C export refinement annotations.\n
*\n@RequiresOptIn\n@Target(AnnotationTarget.ANNOTATION_CLASS)\n@Retention(AnnotationRetention.BI
NARY)\n@MustBeDocumented\n@SinceKotlin(\"1.8\")\npublic annotation class
ExperimentalObjCRefinement\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n
* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\npackage kotlin.experimental\n\n/*\n * Performs a bitwise AND operation between the two values.\n
*\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.and(other: Byte): Byte =
(this.toInt() and other.toInt()).toByte()\n\n/*\n * Performs a bitwise OR operation between the two values.\n
*\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.or(other: Byte): Byte =
(this.toInt() or other.toInt()).toByte()\n\n/*\n * Performs a bitwise XOR operation between the two values.\n
*\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun Byte.xor(other: Byte): Byte =
(this.toInt() xor other.toInt()).toByte()\n\n/*\n * Inverts the bits in this value.\n
*\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Byte.inv(): Byte =
(this.toInt().inv()).toByte()\n\n/*\n * Performs a bitwise AND
operation between the two values. *\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun
Short.and(other: Short): Short = (this.toInt() and other.toInt()).toShort()\n\n/*\n * Performs a bitwise OR operation
between the two values. *\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun
Short.or(other: Short): Short = (this.toInt() or other.toInt()).toShort()\n\n/*\n * Performs a bitwise XOR operation
between the two values. *\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline infix fun
Short.xor(other: Short): Short = (this.toInt() xor other.toInt()).toShort()\n\n/*\n * Inverts the bits in this value.\n
*\n@SinceKotlin(\"1.1\")\n@kotlin.internal.InlineOnly\npublic inline fun Short.inv(): Short =
(this.toInt().inv()).toShort()\n\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt
file.\n */\n\npackage kotlin.experimental\n\n/*\n * The experimental marker for type inference augmenting
annotations.\n * *\n * Any usage of a declaration annotated with `@ExperimentalTypeInference` must be accepted
either by\n * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTypeInference::class)`,\n
* or by using the compiler argument `-opt-in=kotlin.experimental.ExperimentalTypeInference`.\n
*\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@MustBeDocumented\n@Retention(AnnotationRetention.BINARY)\n@Target(A
nnotationTarget.ANNOTATION_CLASS)\n@SinceKotlin(\"1.3\")\npublic annotation class
ExperimentalTypeInference\n"/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language

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contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n/**\n * Specifies that the corresponding type should be ignored during type inference.\n */\n\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class NoInfer\n\n/**\n * Specifies that the constraint built for the type during type inference should be an equality one.\n */\n\n@Target(AnnotationTarget.TYPE)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class Exact\n\n/**\n * Specifies that a corresponding member has the lowest priority in overload resolution.\n */\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class LowPriorityInOverloadResolution\n\n/**\n * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that\n * an extension annotated with this annotation will win in overload resolution over a member with the same signature.\n */\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class HidesMembers\n\n/**\n * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).\n */\n\n@Target(AnnotationTarget.TYPE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class OnlyInputTypes\n\n/**\n * Specifies that this function should not be called directly without inlining\n */\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class InlineOnly\n\n/**\n * Specifies that this declaration can have dynamic receiver type.\n */\n\n@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)\n@Retention(AnnotationRetention.BINARY)\ninternal annotation class DynamicExtension\n\n/**\n * The value of this parameter should be a property reference expression (`this::foo`), referencing a `lateinit` property,\n * the backing field of which is accessible at the point where the corresponding argument is passed.\n */\n\n@Target(AnnotationTarget.VALUE_PARAMETER)\n@Retention(AnnotationRetention.BINARY)\n@SinceKotlin("1.2")\ninternal annotation class AccessibleLateinitPropertyLiteral\n\n/**\n * Specifies that this declaration is only completely supported since the specified version.\n */\n\n/**\n * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.\n */\n\n/**\n * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear\n * to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error\n * is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.\n */\n\n/**\n * [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.\n */\n\n/**\n * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to\n * treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports\n * [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILER_VERSION] and [RequireKotlinVersionKind.API_VERSION].\n */\n\n/**\n * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin),\n * Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement\n * on the language version.\n */\n\n/**\n * This annotation is erased at compile time; its arguments are stored in a more compact form in the Kotlin metadata.\n */\n\n@Target(AnnotationTarget.CLASS, AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR, AnnotationTarget.TYPEALIAS)\n@Retention(AnnotationRetention.SOURCE)\n@Repeatable\n@SinceKotlin("1.2")\ninternal annotation class RequireKotlin(\n\n val version: String,\n val message: String = "",\n val level: DeprecationLevel = DeprecationLevel.ERROR,\n val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,\n val


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errorCode: Int = -1\n\n\n * The kind of the version that is required by [RequireKotlin].\n
*\n\n@SinceKotlin("1.2")\n\ninternal enum class RequireKotlinVersionKind {\n    LANGUAGE_VERSION,\n    COMPILER_VERSION,\n    API_VERSION,\n}\n\n\n * Specifies that this declaration is a part of special DSL,\n    used for constructing function's contract.\n
*\n\n@Retention(AnnotationRetention.BINARY)\n\n@SinceKotlin("1.2")\n\ninternal annotation class\n    ContractsDsl\n\n\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n\npackage kotlin.internal\n\n\n// a mod b (in arithmetical sense)\n\nprivate fun mod(a: Int, b: Int): Int\n    {\n        val mod = a % b\n        return if (mod >= 0) mod else mod + b\n    }\n\n\nprivate fun mod(a: Long, b: Long): Long\n    {\n        val mod = a % b\n        return if (mod >= 0) mod else mod + b\n    }\n\n\n// (a - b) mod c\n\nprivate fun\n    differenceModulo(a: Int, b: Int, c: Int): Int {\n        return mod(mod(a, c) - mod(b, c), c)\n    }\n\n\nprivate fun\n    differenceModulo(a: Long, b: Long, c: Long): Long {\n        return mod(mod(a, c) - mod(b, c), c)\n    }\n\n\n\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in\n    the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * No validation on passed parameters is performed. The given parameters should satisfy the\n    condition:\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment,\n    or difference of successive elements in the progression\n * @return the final element of the progression\n * @suppress\n *\n\n@PublishedApi\n\ninternal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when\n    {\n        step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)\n        step < 0 -> if (start <= end)\n            end else end + differenceModulo(start, end, -step)\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n\n\n\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the\n    progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in case\n    of a negative\n * [step].\n * No validation on passed parameters is performed. The given parameters should\n    satisfy the condition:\n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * @param start first element of the progression\n * @param end ending bound\n    for the progression\n * @param step increment, or difference of successive elements in the progression\n * @return\n    the final element of the progression\n * @suppress\n *\n\n@PublishedApi\n\ninternal fun\n    getProgressionLastElement(start: Long, end: Long, step: Long): Long = when {\n        step > 0 -> if (start >= end) end\n        else end - differenceModulo(end, start, step)\n        step < 0 -> if (start <= end) end else end + differenceModulo(start,\n            end, -step)\n        else -> throw kotlin.IllegalArgumentException("Step is zero.")\n    }\n\n\n\n * Copyright 2010-2022\n    JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the\n    Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n\npackage kotlin.io.encoding\n\n\nimport\n    kotlin.native.concurrent.SharedImmutable\n\n\n// Benchmarks repository:\n    https://github.com/qurbonzoda/KotlinBase64Benchmarks\n\n\n\n * Provides Base64 encoding and decoding\n    functionality.\n * This class is not supposed\n    to be instantiated or inherited.\n * However, predefined instances of this class are available for use.\n * The\n    companion object [Base64.Default] is the default instance of [Base64].\n * There are also [Base64.UrlSafe] and\n    [Base64.Mime] instances.\n *\n\n@SinceKotlin("1.8")\n\n@ExperimentalEncodingApi\n\npublic open class Base64\n    private constructor(\n        internal val isUrlSafe: Boolean,\n        internal val isMimeScheme: Boolean\n    ) {\n        init {\n            require(!isUrlSafe || !isMimeScheme)\n        }\n    }\n\n\n\n * Encodes bytes from the specified [source] array or its\n    subrange.\n * Returns a [ByteArray] containing the resulting symbols.\n * If the size of the [source] array\n    or its subrange is not an integral multiple of 3,\n * the result is padded with `=` to an integral multiple of 4\n    symbols.\n * Each resulting symbol occupies one byte in the returned byte array.\n * Use [encode]\n    to get the output in string form.\n * @param source\n    the array to encode bytes from.\n * @param startIndex the beginning (inclusive) of the subrange to encode, 0 by\n    default.\n * @param endIndex the end (exclusive) of the subrange to encode, size of the [source] array by\n    default.\n * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of

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[source] array indices.\n * @throws IllegalArgumentException when `startIndex > endIndex`.\n *\n *
@return a [ByteArray] with the resulting symbols.\n */\n public fun encodeToByteArray(source: ByteArray,
startIndex: Int = 0, endIndex: Int = source.size): ByteArray {\n    return platformEncodeToByteArray(source,
startIndex, endIndex)\n }\n\n /**\n * Encodes bytes from the specified [source] array or its subrange and
writes resulting symbols into the [destination] array.\n * Returns the number of symbols written.\n *\n * If
the size of the [source] array or its subrange is not an integral multiple of 3,\n *
the result is padded with `=` to an integral multiple of 4 symbols.\n *\n * @param source the array to encode
bytes from.\n * @param destination the array to write symbols into.\n * @param destinationOffset the starting
index in the [destination] array to write symbols to, 0 by default.\n * @param startIndex the beginning (inclusive)
of the subrange to encode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to encode, size
of the [source] array by default.\n *\n * @throws IndexOutOfBoundsException when [startIndex] or
[endIndex] is out of range of [source] array indices.\n * @throws IllegalArgumentException when `startIndex >
endIndex`.\n * @throws IndexOutOfBoundsException when the resulting symbols don't fit into the [destination]
array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
range.\n *\n * @return the number of symbols written into [destination]
array.\n */\n public fun encodeIntoByteArray(\n    source: ByteArray,\n    destination: ByteArray,\n    destinationOffset: Int = 0,\n    startIndex: Int = 0,\n    endIndex: Int = source.size\n ): Int {\n    return
platformEncodeIntoByteArray(source, destination, destinationOffset, startIndex, endIndex)\n }\n\n /**\n *
Encodes bytes from the specified [source] array or its subrange.\n * Returns a string with the resulting symbols.\n
*\n * If the size of the [source] array or its subrange is not an integral multiple of 3,\n * the result is padded
with `=` to an integral multiple of 4 symbols.\n *\n * Use [encodeToByteArray] to get the output in
[ByteArray] form.\n *\n * @param source the array to encode bytes from.\n * @param startIndex the
beginning (inclusive) of the subrange to encode, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to encode, size of the [source] array
by default.\n *\n * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of
[source] array indices.\n * @throws IllegalArgumentException when `startIndex > endIndex`.\n *\n *
@return a string with the resulting symbols.\n */\n public fun encode(source: ByteArray, startIndex: Int = 0,
endIndex: Int = source.size): String {\n    return platformEncodeToString(source, startIndex, endIndex)\n }\n\n
/**\n * Encodes bytes from the specified [source] array or its subrange and appends resulting symbols to the
[destination] appendable.\n * Returns the destination appendable.\n *\n * If the size of the [source] array or
its subrange is not an integral multiple of 3,\n * the result is padded with `=` to an integral multiple of 4
symbols.\n *\n * @param source the array to encode bytes from.\n * @param destination the appendable to
append symbols to.\n * @param startIndex the beginning (inclusive)
of the subrange to encode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to encode, size
of the [source] array by default.\n *\n * @throws IndexOutOfBoundsException when [startIndex] or
[endIndex] is out of range of [source] array indices.\n * @throws IllegalArgumentException when `startIndex >
endIndex`.\n *\n * @return the destination appendable.\n */\n public fun <A : Appendable>
encodeToAppendable(\n    source: ByteArray,\n    destination: A,\n    startIndex: Int = 0,\n    endIndex: Int
= source.size\n ): A {\n    val stringResult = platformEncodeToString(source, startIndex, endIndex)\n    destination.append(stringResult)\n    return destination\n }\n\n /**\n * Decodes symbols from the specified
[source] array or its subrange.\n * Returns a [ByteArray] containing the resulting bytes.\n *\n * The symbols
for decoding are not required to be padded.\n * However, if there
is a padding character present, the correct amount of padding character(s) must be present.\n * The padding
character `=` is interpreted as the end of the encoded byte data. Subsequent symbols are prohibited.\n *\n *
@param source the array to decode symbols from.\n * @param startIndex the beginning (inclusive) of the
subrange to decode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to decode, size of the
[source] array by default.\n *\n * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out
of range of [source] array indices.\n * @throws IllegalArgumentException when `startIndex > endIndex`.\n *

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@throws IllegalArgumentException when the symbols for decoding are padded incorrectly or there are extra
symbols after the padding.\n * \n * @return a [ByteArray] with the resulting bytes.\n * \n public fun
decode(source: ByteArray, startIndex: Int = 0, endIndex: Int = source.size): ByteArray {\n
    checkSourceBounds(source.size, startIndex, endIndex)\n\n    val decodeSize = decodeSize(source, startIndex,
endIndex)\n    val destination = ByteArray(decodeSize)\n\n    val bytesWritten = decodeImpl(source,
destination, 0, startIndex, endIndex)\n\n    check(bytesWritten == destination.size)\n\n    return destination\n
}\n\n /**\n * Decodes symbols from the specified [source] array or its subrange and writes resulting bytes into
the [destination] array.\n * Returns the number of bytes written.\n * \n * The symbols for decoding are not
required to be padded.\n * However, if there is a padding character present, the correct amount of padding
character(s) must be present.\n * The padding character '=' is interpreted as the end of the encoded byte data.
Subsequent symbols are prohibited.\n * \n * @param source the array to decode symbols from.\n * @param
destination the array to write bytes into.\n * @param destinationOffset
the starting index in the [destination] array to write bytes to, 0 by default.\n * @param startIndex the beginning
(inclusive) of the subrange to decode, 0 by default.\n * @param endIndex the end (exclusive) of the subrange to
decode, size of the [source] array by default.\n * \n * @throws IndexOutOfBoundsException when [startIndex]
or [endIndex] is out of range of [source] array indices.\n * @throws IllegalArgumentException when `startIndex
> endIndex`.\n * @throws IndexOutOfBoundsException when the resulting bytes don't fit into the [destination]
array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices
range.\n * @throws IllegalArgumentException when the symbols for decoding are padded incorrectly or there are
extra symbols after the padding.\n * \n * @return the number of bytes written into [destination] array.\n * \n
public fun decodeIntoByteArray(\n    source: ByteArray,\n
    destination: ByteArray,\n    destinationOffset: Int = 0,\n    startIndex: Int = 0,\n    endIndex: Int =
source.size\n ): Int {\n    checkSourceBounds(source.size, startIndex, endIndex)\n
    checkDestinationBounds(destination.size, destinationOffset, decodeSize(source, startIndex, endIndex))\n\n
    return decodeImpl(source, destination, destinationOffset, startIndex, endIndex)\n } \n\n /**\n * Decodes
symbols from the specified [source] char sequence or its substring.\n * Returns a [ByteArray] containing the
resulting bytes.\n * \n * The symbols for decoding are not required to be padded.\n * However, if there is a
padding character present, the correct amount of padding character(s) must be present.\n * The padding character
 '=' is interpreted as the end of the encoded byte data. Subsequent symbols are prohibited.\n * \n * @param
source the char sequence to decode symbols from.\n * @param startIndex the beginning
(inclusive) of the substring to decode, 0 by default.\n * @param endIndex the end (exclusive) of the substring to
decode, length of the [source] by default.\n * \n * @throws IndexOutOfBoundsException when [startIndex] or
[endIndex] is out of range of [source] indices.\n * @throws IllegalArgumentException when `startIndex >
endIndex`.\n * @throws IllegalArgumentException when the symbols for decoding are padded incorrectly or
there are extra symbols after the padding.\n * \n * @return a [ByteArray] with the resulting bytes.\n * \n
public fun decode(source: CharSequence, startIndex: Int = 0, endIndex: Int = source.length): ByteArray {\n    val
byteSource = platformCharsToBytes(source, startIndex, endIndex)\n    return decode(byteSource)\n } \n\n
/**\n * Decodes symbols from the specified [source] char sequence or its substring and writes resulting bytes into
the [destination] array.\n * Returns the number of bytes written.\n
*\n * The symbols for decoding are not required to be padded.\n * However, if there is a padding character
present, the correct amount of padding character(s) must be present.\n * The padding character '=' is interpreted
as the end of the encoded byte data. Subsequent symbols are prohibited.\n * \n * @param source the char
sequence to decode symbols from.\n * @param destination the array to write bytes into.\n * @param
destinationOffset the starting index in the [destination] array to write bytes to, 0 by default.\n * @param
startIndex the beginning (inclusive) of the substring to decode, 0 by default.\n * @param endIndex the end
(exclusive) of the substring to decode, length of the [source] by default.\n * \n * @throws
IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of [source] indices.\n * @throws
IllegalArgumentException when `startIndex > endIndex`.\n * @throws IndexOutOfBoundsException when the

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resulting

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bytes don't fit into the [destination] array starting at the specified [destinationOffset],\n * or when that index is out of the [destination] array indices range.\n * @throws IllegalArgumentException when the symbols for decoding are padded incorrectly or there are extra symbols after the padding.\n *\n * @return the number of bytes written into [destination] array.\n */\n public fun decodeIntoByteArray(\n     source: CharSequence,\n     destination: ByteArray,\n     destinationOffset: Int = 0,\n     startIndex: Int = 0,\n     endIndex: Int = source.length\n ): Int {\n     val byteSource = platformCharsToBytes(source, startIndex, endIndex)\n     return decodeIntoByteArray(byteSource, destination, destinationOffset)\n }\n\n // internal functions\n\n internal fun encodeToByteArrayImpl(source: ByteArray, startIndex: Int, endIndex: Int): ByteArray {\n     checkSourceBounds(source.size, startIndex, endIndex)\n     val encodeSize = encodeSize(endIndex - startIndex)\n     val destination = ByteArray(encodeSize)\n     encodeIntoByteArrayImpl(source, destination, 0, startIndex, endIndex)\n     return destination\n }\n\n internal fun encodeIntoByteArrayImpl(\n     source: ByteArray,\n     destination: ByteArray,\n     destinationOffset: Int,\n     startIndex: Int,\n     endIndex: Int\n ): Int {\n     checkSourceBounds(source.size, startIndex, endIndex)\n     checkDestinationBounds(destination.size, destinationOffset, encodeSize(endIndex - startIndex))\n     val encodeMap = if (isUrlSafe) base64UrlEncodeMap else base64EncodeMap\n     var sourceIndex = startIndex\n     var destinationIndex = destinationOffset\n     val groupsPerLine = if (isMimeScheme) mimeGroupsPerLine else Int.MAX_VALUE\n     while (sourceIndex + 2 < endIndex) {\n         val groups = minOf((endIndex - sourceIndex) / bytesPerGroup, groupsPerLine)\n         for (i in 0 until groups)\n             val byte1 = source[sourceIndex++].toInt() and 0xFF\n             val byte2 = source[sourceIndex++].toInt() and 0xFF\n             val byte3 = source[sourceIndex++].toInt() and 0xFF\n             val bits = (byte1 shl 16) or (byte2 shl 8) or byte3\n             destination[destinationIndex++] = encodeMap[bits ushr 18]\n             destination[destinationIndex++] = encodeMap[(bits ushr 12) and 0x3F]\n             destination[destinationIndex++] = encodeMap[(bits ushr 6) and 0x3F]\n             destination[destinationIndex++] = encodeMap[bits and 0x3F]\n             }\n         if (groups == groupsPerLine && sourceIndex != endIndex) {\n             destination[destinationIndex++] = mimeLineSeparatorSymbols[0]\n             destination[destinationIndex++] = mimeLineSeparatorSymbols[1]\n             }\n         }\n     when (endIndex - sourceIndex) {\n         1 -> {\n             val byte1 = source[sourceIndex++].toInt() and 0xFF\n             val bits = byte1 shl 4\n             destination[destinationIndex++] = encodeMap[bits ushr 6]\n             destination[destinationIndex++] = encodeMap[bits and 0x3F]\n             destination[destinationIndex++] = padSymbol\n             destination[destinationIndex++] = padSymbol\n             }\n         2 -> {\n             val byte1 = source[sourceIndex++].toInt() and 0xFF\n             val byte2 = source[sourceIndex++].toInt() and 0xFF\n             val bits = (byte1 shl 10) or (byte2 shl 2)\n             destination[destinationIndex++] = encodeMap[bits ushr 12]\n             destination[destinationIndex++] = encodeMap[(bits ushr 6) and 0x3F]\n             destination[destinationIndex++] = encodeMap[bits and 0x3F]\n             destination[destinationIndex++] = padSymbol\n             }\n         }\n     }\n     check(sourceIndex == endIndex)\n     return destinationIndex - destinationOffset\n }\n\n private fun encodeSize(sourceSize: Int): Int {\n     // includes padding chars\n     val groups = (sourceSize + bytesPerGroup - 1) / bytesPerGroup\n     val lineSeparators = if (isMimeScheme) (groups - 1) / mimeGroupsPerLine else 0\n     val size = groups * symbolsPerGroup + lineSeparators * 2\n     if (size < 0) { // Int overflow\n         throw\n     }\n     return size\n }\n\n private fun decodeImpl(\n     source: ByteArray,\n     destination: ByteArray,\n     destinationOffset: Int,\n     startIndex: Int,\n     endIndex: Int\n ): Int {\n     val decodeMap = if (isUrlSafe) base64UrlDecodeMap else base64DecodeMap\n     var payload = 0\n     var byteStart = -bitsPerByte\n     var sourceIndex = startIndex\n     var destinationIndex = destinationOffset\n     while (sourceIndex < endIndex) {\n         if (byteStart == -bitsPerByte && sourceIndex + 3 < endIndex) {\n             val symbol1 = decodeMap[source[sourceIndex++].toInt() and 0xFF]\n             val symbol2 = decodeMap[source[sourceIndex++].toInt() and 0xFF]\n             val symbol3 =
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decodeMap[source[sourceIndex++].toInt() and 0xFF)\n        val symbol4 =
decodeMap[source[sourceIndex++].toInt() and 0xFF)\n        val bits = (symbol1 shl 18) or (symbol2 shl 12) or
(symbol3 shl 6) or symbol4\n        if (bits >= 0) { // all base64 symbols\ndestination[destinationIndex++] = (bits shr 16).toByte()\n        destination[destinationIndex++] = (bits shr
8).toByte()\n        destination[destinationIndex++] = bits.toByte()\n        continue\n    }\n    sourceIndex -= 4\n    }\n    val symbol = source[sourceIndex].toInt() and 0xFF\n    val
symbolBits = decodeMap[symbol]\n    if (symbolBits < 0) {\n        if (symbolBits == -2) {\nsourceIndex = handlePaddingSymbol(source,
sourceIndex, endIndex, byteStart)\n        break\n        } else if (isMimeScheme) {\nsourceIndex += 1\n        continue\n        } else {\n            throw
IllegalArgumentExcepion("Invalid symbol '${symbol.toChar()}'('${symbol.toString(radix = 8)}) at index
${sourceIndex}")\n        }\n    } else {\n        sourceIndex += 1\n        }\n    }\n    payload = (payload
shl bitsPerSymbol) or symbolBits\n    byteStart += bitsPerSymbol\n    if (byteStart >= 0) {\ndestination[destinationIndex++] = (payload ushr byteStart).toByte()\n    payload = payload and ((1 shl
byteStart) - 1)\n    byteStart -= bitsPerByte\n    }\n    }\n    // pad or end of input\n    if
(byteStart == -bitsPerByte + bitsPerSymbol) { // dangling single symbol, incorrectly encoded\n        throw
IllegalArgumentExcepion("The
last unit of input does not have enough bits")\n    }\n    // check(payload == 0) // the padded bits are allowed
to be non-zero\n    sourceIndex = skipIllegalSymbolsIfMime(source, sourceIndex, endIndex)\n    if
(sourceIndex < endIndex) {\n        val symbol = source[sourceIndex].toInt() and 0xFF\n        throw
IllegalArgumentExcepion("Symbol '${symbol.toChar()}'('${symbol.toString(radix = 8)}) at index ${sourceIndex -
1} is prohibited after the pad character")\n    }\n    return destinationIndex - destinationOffset\n    }\n}
private fun decodeSize(source: ByteArray, startIndex: Int, endIndex: Int): Int {\n    var symbols = endIndex -
startIndex\n    if (symbols == 0) {\n        return 0\n    }\n    if (symbols == 1) {\n        throw
IllegalArgumentExcepion("Input should have at list 2 symbols for Base64 decoding, startIndex: $startIndex,
endIndex: $endIndex")\n    }\n    if (isMimeScheme) {\n        for (index in startIndex until endIndex) {\n            val symbol = source[index].toInt() and 0xFF\n            val
symbolBits = base64DecodeMap[symbol]\n            if (symbolBits < 0) {\n                if (symbolBits == -2) {\n                    symbols -= endIndex - index\n                    break\n                }\n                symbols--\n            }\n        }\n        } else if (source[endIndex - 1] == padSymbol) {\n            symbols--\n            if (source[endIndex
- 2] == padSymbol) {\n                symbols--\n            }\n        }\n        return ((symbols.toLong() * bitsPerSymbol) /
bitsPerByte).toInt() // conversion due to possible Int overflow\n    }\n    internal fun charsToBytesImpl(source:
CharSequence, startIndex: Int, endIndex: Int): ByteArray {\n        checkSourceBounds(source.length, startIndex,
endIndex)\n        val byteArray = ByteArray(endIndex - startIndex)\n        var length = 0\n        for
(index in startIndex until endIndex) {\n            val symbol = source[index].code\n            if (symbol <= 0xFF) {\n                byteArray[length++] = symbol.toByte()\n            } else {\n                // the replacement byte must be an illegal
symbol\n                // so that mime skips it and basic throws with correct index\n                byteArray[length++] =
0x3F\n            }\n        }\n        return byteArray\n    }\n    internal fun bytesToStringImpl(source: ByteArray):
String {\n        val stringBuilder = StringBuilder(source.size)\n        for (byte in source) {\n            stringBuilder.append(byte.toInt().toChar())\n        }\n        return stringBuilder.toString()\n    }\n    private fun
handlePaddingSymbol(source: ByteArray, padIndex: Int, endIndex: Int, byteStart: Int): Int {\n        return when
(byteStart) {\n            -bitsPerByte -> // =\n                throw IllegalArgumentExcepion("Redundant pad character at
index $padIndex")\n            -bitsPerByte + bitsPerSymbol -> // x=, dangling single symbol\n                padIndex + 1\n            -bitsPerByte + 2
* bitsPerSymbol - bitsPerByte -> { // xx=\n                val secondPadIndex = skipIllegalSymbolsIfMime(source,
padIndex + 1, endIndex)\n                if (secondPadIndex == endIndex || source[secondPadIndex] != padSymbol) {\n                    throw IllegalArgumentExcepion("Missing one pad character at index $secondPadIndex")\n                }\n                secondPadIndex + 1\n            }\n            -bitsPerByte + 3 * bitsPerSymbol - 2 * bitsPerByte -> // xxx=\n

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        padIndex + 1\n        else ->\n            error(\"Unreachable\")\n        }\n    }\n    private fun
skipIllegalSymbolsIfMime(source: ByteArray, startIndex: Int, endIndex: Int): Int {\n        if (!isMimeScheme) {\n
        return startIndex\n        }\n        var sourceIndex = startIndex\n        while (sourceIndex < endIndex) {\n            val
symbol = source[sourceIndex].toInt()
and 0xFF\n            if (base64DecodeMap[symbol] != -1) {\n                return sourceIndex\n            }\n
sourceIndex += 1\n        }\n        return sourceIndex\n    }\n    internal fun checkSourceBounds(sourceSize: Int,
startIndex: Int, endIndex: Int) {\n        AbstractList.checkBoundsIndexes(startIndex, endIndex, sourceSize)\n    }\n
    private fun checkDestinationBounds(destinationSize: Int, destinationOffset: Int, capacityNeeded: Int) {\n        if
(destinationOffset < 0 || destinationOffset > destinationSize) {\n            throw
IndexOutOfBoundsExpection(\"destination offset: $destinationOffset, destination size: $destinationSize\")\n
        }\n        val destinationEndIndex = destinationOffset + capacityNeeded\n        if (destinationEndIndex < 0 ||
destinationEndIndex > destinationSize) {\n            throw IndexOutOfBoundsExpection(\n                \"The
destination array does not have enough capacity, \" +\n
                \"destination offset: $destinationOffset, destination size: $destinationSize, capacity needed: $capacityNeeded\")\n
        }\n    }\n    companion object\n    /**\n     * The \"base64\" encoding specified by [RFC 4648
section 4](https://www.rfc-editor.org/rfc/rfc4648#section-4),\n     * Base 64 Encoding.\n     * Uses \"The
Base 64 Alphabet\" as specified in Table 1 of RFC 4648 for encoding and decoding.\n     * Encode operation does
not add any line separator character.\n     * Decode operation throws if it encounters a character outside the base64
alphabet.\n     * The character '=' is used for padding.\n     */\n    public companion object Default :
Base64(isUrlSafe = false, isMimeScheme = false) {\n        private const val bitsPerByte: Int = 8\n        private
const val bitsPerSymbol: Int = 6\n        internal const val bytesPerGroup: Int = 3\n        internal const val
symbolsPerGroup: Int = 4\n        internal const val padSymbol:
Byte = 61 // '='\n        internal const val mimeLineLength: Int = 76\n        private const val mimeGroupsPerLine:
Int = mimeLineLength / symbolsPerGroup\n        internal val mimeLineSeparatorSymbols: ByteArray =
byteArrayOf(\"r'.code.toByte(), \"n'.code.toByte())\n        /**\n         * The \"base64url\" encoding specified by
[RFC 4648 section 5](https://www.rfc-editor.org/rfc/rfc4648#section-5),\n         * Base 64 Encoding with URL and
Filename Safe Alphabet.\n         * Uses \"The URL and Filename safe Base 64 Alphabet\" as specified in
Table 2 of RFC 4648 for encoding and decoding.\n         * Encode operation does not add any line separator
character.\n         * Decode operation throws if it encounters a character outside the base64url alphabet.\n         *
The character '=' is used for padding.\n         */\n        public val UrlSafe: Base64 = Base64(isUrlSafe = true,
isMimeScheme = false)\n        /**\n         * The encoding specified
by [RFC 2045 section 6.8](https://www.rfc-editor.org/rfc/rfc2045#section-6.8),\n         * Base64 Content-
Transfer-Encoding.\n         * Uses \"The Base64 Alphabet\" as specified in Table 1 of RFC 2045 for
encoding and decoding.\n         * Encode operation adds CRLF every 76 symbols. No line separator is added to the
end of the encoded output.\n         * Decode operation ignores all line separators and other characters outside the
base64 alphabet.\n         * The character '=' is used for padding.\n         */\n        public val Mime: Base64
= Base64(isUrlSafe = false, isMimeScheme = true)\n    }\n}\n\n//
\"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/\n\n@SharedImmutable\nprivate val base64EncodeMap = byteArrayOf(\n    65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79,
80, /* 0 - 15 */\n    81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 97, 98, 99, 100, 101, 102, /* 16 - 31 */\n    103,
104, 105, 106,
    107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, /* 32 - 47 */\n    119, 120, 121, 122, 48, 49, 50, 51,
52, 53, 54, 55, 56, 57, 43, 47, /* 48 - 63 */\n)\n\n@ExperimentalEncodingApi\n@SharedImmutable\nprivate
val base64DecodeMap = IntArray(256).apply {\n    this.fill(-1)\n    this[Base64.padSymbol.toInt()] = -2\n}
base64EncodeMap.forEachIndexed { index, symbol ->\n    this[symbol.toInt()] = index\n}\n\n//
\"ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789-
_\"@SharedImmutable\nprivate val base64UrlEncodeMap = byteArrayOf(\n    65, 66, 67, 68, 69, 70, 71, 72,
73, 74, 75, 76, 77, 78, 79, 80, /* 0 - 15 */\n    81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 97, 98, 99, 100, 101,

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102, /* 16 - 31 */\n 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, /* 32 - 47 */\n
119, 120, 121, 122, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 45, 95, /* 48 - 63
*/\n)\n\n@ExperimentalEncodingApi\n@SharedImmutable\nprivate
val base64UrlDecodeMap = IntArray(256).apply {\n this.fill(-1)\n this[Base64.padSymbol.toInt()] = -2\n
base64UrlEncodeMap.forEachIndexed { index, symbol ->\n this[symbol.toInt()] = index\n
}\n}\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\ninternal fun isInMimeAlphabet(symbol: Int):
Boolean {\n return symbol in base64DecodeMap.indices && base64DecodeMap[symbol] != -
1\n}\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\ninternal expect fun
Base64.platformCharsToBytes(\n source: CharSequence,\n startIndex: Int,\n endIndex: Int\n):
ByteArray\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\ninternal expect fun
Base64.platformEncodeToString(\n source: ByteArray,\n startIndex: Int,\n endIndex: Int\n):
String\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\ninternal expect fun
Base64.platformEncodeIntoByteArray(\n source: ByteArray,\n destination: ByteArray,\n destinationOffset:
Int,\n startIndex:
Int,\n endIndex: Int\n): Int\n\n@SinceKotlin("1.8")\n@ExperimentalEncodingApi\ninternal expect fun
Base64.platformEncodeToByteArray(\n source: ByteArray,\n startIndex: Int,\n endIndex: Int\n):
ByteArray", /*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\npackage kotlin.io.encoding\n\nimport kotlin.annotation.AnnotationTarget.*\n\n/**\n * This annotation marks
the experimental API for encoding and decoding between binary data and printable ASCII character sequences.\n
*\n * > Beware using the annotated API especially if you're developing a library, since your library might become
binary incompatible\n * with the future versions of the standard library.\n * Any usage of a declaration annotated
with `@ExperimentalEncodingApi` must be accepted either by\n * annotating that usage with the [OptIn]
annotation,
e.g. `@OptIn(ExperimentalEncodingApi::class)`,\n * or by using the compiler argument `-opt-
in=kotlin.io.encoding.ExperimentalEncodingApi`.\n */\n@RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n@Retention(AnnotationRetention.BINARY)\n@Target(\n CLASS,\n
ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n VALUE_PARAMETER,\n
CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n PROPERTY_SETTER,\n
TYPEALIAS)\n\n@MustBeDocumented\n@SinceKotlin("1.8")\npublic annotation class
ExperimentalEncodingApi", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.properties\n\nimport kotlin.reflect.KProperty\n\n/**\n * Standard
property delegates.\n */\npublic object Delegates {\n /**\n * Returns a property delegate for a read/write
property with a non-`null` value that is initialized
not during\n * object construction time but at a later time. Trying to read the property before the initial value has
been\n * assigned results in an exception.\n * @sample samples.properties.Delegates.notNullDelegate\n
*/\n public fun <T : Any> notNull(): ReadWriteProperty<Any?, T> = NotNullVar()\n /**\n * Returns a
property delegate for a read/write property that calls a specified callback function when changed.\n * @param
initialValue the initial value of the property.\n * @param onChange the callback which is called after the change
of the property is made. The value of the property\n * has already been changed when this callback is invoked.\n
*\n * @sample samples.properties.Delegates.observableDelegate\n */\n public inline fun <T>
observable(initialValue: T, crossinline onChange: (property: KProperty<*>, oldValue: T, newValue: T) -> Unit):\n
ReadWriteProperty<Any?, T> =\n object : ObservableProperty<T>(initialValue)
{\n override fun afterChange(property: KProperty<*>, oldValue: T, newValue: T) = onChange(property,
oldValue, newValue)\n } \n\n /**\n * Returns a property delegate for a read/write property that calls a
specified callback function when changed,\n * allowing the callback to veto the modification.\n * @param
initialValue the initial value of the property.\n * @param onChange the callback which is called before a change

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is attempted.\n * The value of the property hasn't been changed yet, when this callback is invoked.\n * If the
callback returns `true` the value of the property is being set to the new value,\n
* and if the callback returns `false` the new value is discarded and the property remains its old value.\n */\n
protected open fun beforeChange(property: KProperty<*>, oldValue: V, newValue: V): Boolean = true\n\n /**\n
* The callback which is called after the change of the property is made. The value of the property\n * has already
been changed when this callback is invoked.\n */\n protected open fun afterChange(property: KProperty<*>,
oldValue: V, newValue: V): Unit {} \n\n public override fun getValue(thisRef: Any?, property: KProperty<*>): V
{\n     return value\n }\n\n public override fun setValue(thisRef: Any?, property: KProperty<*>, value: V) {\n
    val oldValue = this.value\n    if (!beforeChange(property, oldValue, value)) {\n        return\n    }\n
this.value = value\n    afterChange(property, oldValue, value)\n }\n\n override fun toString(): String =
"ObservableProperty(value=$value)"\n }", "/*\n * Copyright
2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:Suppress("PackageDirectoryMismatch")\npackage kotlin\n\nimport kotlin.reflect.*\n\n/**\n * An
extension operator that allows delegating a read-only property of type [V]\n * to a property reference to a property
of type [V] or its subtype.\n * @receiver A property reference to a read-only or mutable property of type [V] or
its subtype.\n * The reference is without a receiver, i.e. it either references a top-level property or\n * has the
receiver bound to it.\n * Example:\n * ```\n * class Login(val username: String)\n * val defaultLogin =
Login("Admin")\n * val defaultUsername by defaultLogin::username\n * // equivalent to\n * val defaultUserName
get() = defaultLogin.username\n * ```\n */\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline
operator
fun <V> KProperty0<V>.getValue(thisRef: Any?, property: KProperty<*>): V {\n    return get()\n }\n\n/**\n * An
extension operator that allows delegating a mutable property of type [V]\n * to a property reference to a mutable
property of the same type [V].\n * @receiver A property reference to a mutable property of type [V].\n * The
reference is without a receiver, i.e. it either references a top-level property or\n * has the receiver bound to it.\n
*/\n * Example:\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int = 0)\n * val
defaultLogin = Login("Admin")\n * var defaultLoginAttempts by defaultLogin::incorrectAttemptCounter\n * //
equivalent to\n * var defaultLoginAttempts: Int\n *     get() = defaultLogin.incorrectAttemptCounter\n *
set(value) { defaultLogin.incorrectAttemptCounter = value }\n * ```\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <V>
KMutableProperty0<V>.setValue(thisRef: Any?, property: KProperty<*>,
value: V) {\n    set(value)\n }\n\n/**\n * An extension operator that allows delegating a read-only member or
extension property of type [V]\n * to a property reference to a member or extension property of type [V] or its
subtype.\n * @receiver A property reference to a read-only or mutable property of type [V] or its subtype.\n *
The reference has an unbound receiver of type [T].\n * Example:\n * ```\n * class Login(val username:
String)\n * val Login.user by Login::username\n * // equivalent to\n * val Login.user get() = this.username\n *
```\n */\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KProperty1<T,
V>.getValue(thisRef: T, property: KProperty<*>): V {\n return get(thisRef)\n }\n\n/**\n * An extension operator
that allows delegating a mutable member or extension property of type [V]\n * to a property reference to a member
or extension mutable property of the same type [V].\n * @receiver A property reference
to a read-only or mutable property of type [V] or its subtype.\n * The reference has an unbound receiver of type
[T].\n * Example:\n * ```\n * class Login(val username: String, var incorrectAttemptCounter: Int)\n * var
Login.attempts by Login::incorrectAttemptCounter\n * // equivalent to\n * var Login.attempts: Int\n * get() =
this.incorrectAttemptCounter\n * set(value) { this.incorrectAttemptCounter = value }\n * ```\n
*/\n@SinceKotlin("1.4")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, V> KMutableProperty1<T,
V>.setValue(thisRef: T, property: KProperty<*>, value: V) {\n set(thisRef, value)\n }", "/*\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport

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kotlin.math.nextDown\n\n/**\n * An abstract class that is implemented by random number generator algorithms.\n *\n * The companion object [Random.Default] is the default instance of [Random].\n *\n * To get a seeded instance of random generator use [Random] function.\n *\n * @sample samples.random.Randoms.defaultRandom\n *\n@SinceKotlin("1.3")\npublic abstract class Random {\n\n /**\n * Gets the next random [bitCount] number of bits.\n *\n * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining upper bits are zero.\n *\n * @param bitCount number of bits to generate, must be in range 0..32, otherwise the behavior is unspecified.\n *\n * @sample samples.random.Randoms.nextBits\n */\n public abstract fun nextBits(bitCount: Int): Int\n\n /**\n * Gets the next random `Int` from the random number generator.\n *\n * Generates an `Int` random value uniformly distributed between `Int.MIN_VALUE` and `Int.MAX_VALUE` (inclusive).\n *\n * @sample samples.random.Randoms.nextInt\n */\n public open fun nextInt(): Int = nextBits(32)\n\n /**\n * Gets the next random non-negative `Int` from the random number generator less than the specified [until] bound.\n *\n * Generates an `Int` random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @param until must be positive.\n *\n * @throws IllegalArgumentException if [until] is negative or zero.\n *\n * @sample samples.random.Randoms.nextIntFromUntil\n */\n public open fun nextInt(until: Int): Int = nextInt(0, until)\n\n /**\n * Gets the next random `Int` from the random number generator in the specified range.\n *\n * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n *\n * @sample samples.random.Randoms.nextIntFromUntil\n */\n public open fun nextInt(from: Int, until: Int): Int {\n checkRangeBounds(from, until)\n val n = until - from\n if (n > 0 || n == Int.MIN_VALUE) {\n val rnd = if (n and -n == n) {\n val bitCount = fastLog2(n)\n nextBits(bitCount)\n } else {\n var v: Int\n do {\n val bits = nextInt().ushr(1)\n v = bits % n\n } while (bits - v + (n - 1) < 0)\n v\n }\n return from + rnd\n } else {\n while (true) {\n val rnd = nextInt()\n if (rnd in from until until) return rnd\n }\n }\n }\n\n /**\n * Gets the next random `Long` from the random number generator.\n *\n * Generates a `Long` random value uniformly distributed between `Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).\n *\n * @sample samples.random.Randoms.nextLong\n */\n public open fun nextLong(): Long = nextInt().toLong().shl(32) + nextInt()\n\n /**\n * Gets the next random non-negative `Long` from the random number generator less than the specified [until] bound.\n *\n * Generates a `Long` random value uniformly distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @param until must be positive.\n *\n * @throws IllegalArgumentException if [until] is negative or zero.\n *\n * @sample samples.random.Randoms.nextLongFromUntil\n */\n public open fun nextLong(until: Long): Long = nextLong(0, until)\n\n /**\n * Gets the next random `Long` from the random number generator in the specified range.\n *\n * Generates a `Long` random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to [until].\n *\n * @sample samples.random.Randoms.nextLongFromUntil\n */\n public open fun nextLong(from: Long, until: Long): Long {\n checkRangeBounds(from, until)\n val n = until - from\n if (n > 0) {\n val rnd: Long\n if (n and -n == n) {\n val nLow = n.toInt()\n val nHigh = (n ushr 32).toInt()\n rnd = when {\n nLow != 0 -> {\n val bitCount = fastLog2(nLow)\n // toUInt().toLong()\n nextBits(bitCount).toLong() and 0xFFFF_FFFF\n }\n nHigh == 1 -> {\n // toUInt().toLong()\n nextInt().toLong() and 0xFFFF_FFFF\n }\n else -> {\n val bitCount = fastLog2(nHigh)\n nextBits(bitCount).toLong().shl(32) + (nextInt().toLong() and 0xFFFF_FFFF)\n }\n }\n } else {\n var v: Long\n do {\n val bits = nextLong().ushr(1)\n v = bits % n\n } while (bits - v + (n - 1) < 0)\n rnd = v\n }\n return from + rnd\n } else {\n while

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(true) {\n val rnd = nextLong()\n if (rnd in from until until) return rnd\n }\n }\n }\n\n /**\n * Gets the next random [Boolean] value.\n *\n * @sample samples.random.Randoms.nextBoolean\n *\n public open fun nextBoolean(): Boolean = nextBits(1) != 0\n\n /**\n * Gets the next random [Double]\n value uniformly distributed between 0 (inclusive) and 1 (exclusive).\n *\n * @sample\n samples.random.Randoms.nextDouble\n *\n public open fun nextDouble(): Double =\n doubleFromParts(nextBits(26), nextBits(27))\n\n /**\n * Gets the next random non-negative `Double` from the\n random number generator less than the specified\n [until] bound.\n *\n * Generates a `Double` random value uniformly distributed between 0 (inclusive) and\n [until] (exclusive).\n *\n * @throws IllegalArgumentException if [until] is negative or zero.\n *\n * @sample samples.random.Randoms.nextDoubleFromUntil\n *\n public open fun nextDouble(until: Double):\n Double = nextDouble(0.0, until)\n\n /**\n * Gets the next random `Double` from the random number generator\n in the specified range.\n *\n * Generates a `Double` random value uniformly distributed between the specified\n [from] (inclusive) and [until] (exclusive) bounds.\n *\n * [from] and [until] must be finite otherwise the\n behavior is unspecified.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to\n [until].\n *\n * @sample samples.random.Randoms.nextDoubleFromUntil\n *\n public open fun\n nextDouble(from: Double, until: Double): Double {\n checkRangeBounds(from, until)\n val size = until - from\n val r = if (size.isInfinite() && from.isFinite() && until.isFinite()) {\n val r1 =\n nextDouble() * (until / 2 - from / 2)\n from + r1 + r1\n } else {\n from + nextDouble() * size\n }\n return if (r >= until) until.nextDown() else r\n }\n\n /**\n * Gets the next random [Float] value\n uniformly distributed between 0 (inclusive) and 1 (exclusive).\n *\n * @sample\n samples.random.Randoms.nextFloat\n *\n public open fun nextFloat(): Float = nextBits(24) / (1 shl\n 24).toFloat()\n\n /**\n * Fills a subrange of the specified byte [array] starting from [fromIndex] inclusive and\n ending [toIndex] exclusive\n * with random bytes.\n *\n * @return [array] with the subrange filled with\n random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n *\n public open fun\n nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {\n require(fromIndex in 0..array.size && toIndex in 0..array.size) { "\"fromIndex ($fromIndex) or toIndex\n ($toIndex) are out of range: 0..${array.size}." }\n require(fromIndex <= toIndex) { "\"fromIndex ($fromIndex)\n must be not greater than toIndex ($toIndex).\" }\n val steps = (toIndex - fromIndex) / 4\n var position =\n fromIndex\n repeat(steps) {\n val v = nextInt()\n array[position] = v.toByte()\n array[position + 1] = v.ushr(8).toByte()\n array[position + 2] = v.ushr(16).toByte()\n array[position +\n 3] = v.ushr(24).toByte()\n position += 4\n }\n val remainder = toIndex - position\n val vr =\n nextBits(remainder * 8)\n for (i in 0 until remainder) {\n array[position + i] = vr.ushr(i * 8).toByte()\n }\n return array\n }\n\n /**\n * Fills the specified byte [array] with random bytes and returns it.\n *\n * @return\n [array] filled with random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n *\n public open\n fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)\n\n /**\n * Creates a byte array of\n the specified [size], filled with random bytes.\n *\n * @sample samples.random.Randoms.nextBytes\n *\n public open fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))\n\n /**\n * The default random\n number generator.\n *\n * On JVM this generator is thread-safe, its methods can be invoked from multiple\n threads.\n *\n * @sample samples.random.Randoms.defaultRandom\n *\n companion object Default :
Random(), Serializable {\n private val defaultRandom: Random = defaultPlatformRandom()\n private
object Serialized : Serializable {\n private const val serialVersionUID = 0L\n private fun
readResolve(): Any = Random\n }\n private fun writeReplace():
Any = Serialized\n override fun nextBits(bitCount: Int): Int = defaultRandom.nextBits(bitCount)\n override fun nextInt(): Int = defaultRandom.nextInt()\n override fun nextInt(until: Int): Int =
defaultRandom.nextInt(until)\n override fun nextInt(from: Int, until: Int): Int = defaultRandom.nextInt(from,
until)\n override fun nextLong(): Long = defaultRandom.nextLong()\n override fun nextLong(until:
Long): Long = defaultRandom.nextLong(until)\n override fun nextLong(from: Long, until: Long): Long =

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defaultRandom.nextLong(from, until)\n\n override fun nextBoolean(): Boolean =
defaultRandom.nextBoolean()\n\n override fun nextDouble(): Double = defaultRandom.nextDouble()\n
override fun nextDouble(until: Double): Double = defaultRandom.nextDouble(until)\n override fun
nextDouble(from: Double, until: Double): Double = defaultRandom.nextDouble(from, until)\n\n override fun
nextFloat(): Float = defaultRandom.nextFloat()\n\n
 override fun nextBytes(array: ByteArray): ByteArray = defaultRandom.nextBytes(array)\n override fun
nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)\n override fun nextBytes(array: ByteArray,
fromIndex: Int, toIndex: Int): ByteArray =\n defaultRandom.nextBytes(array, fromIndex, toIndex)\n
}\n}\n\n/**\n * Returns a repeatable random number generator seeded with the given [seed] `Int` value.\n * Two
generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.\n *
Note: Future versions of Kotlin may change the algorithm of this seeded number generator so that it will
return\n * a sequence of values different from the current one for a given seed.\n * On JVM the returned
generator is NOT thread-safe. Do not invoke it from multiple threads without proper synchronization.\n *\n *
@sample samples.random.Randoms.seededRandom\n * \n@SinceKotlin("1.3")\npublic fun
Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))\n\n/**\n * Returns a repeatable random
number generator seeded with the given [seed] `Long` value.\n * Two generators with the same seed produce the
same sequence of values within the same version of Kotlin runtime.\n *
Note: Future versions of Kotlin may
change the algorithm of this seeded number generator so that it will return\n * a sequence of values different
from the current one for a given seed.\n * On JVM the returned generator is NOT thread-safe. Do not invoke it
from multiple threads without proper synchronization.\n *\n * @sample samples.random.Randoms.seededRandom\n
*\n@SinceKotlin("1.3")\npublic fun Random(seed: Long): Random = XorWowRandom(seed.toInt(),
seed.shr(32).toInt())\n\n/**\n * Gets the next random `Int` from the random number generator in the specified
[range].\n * Generates an `Int` random value uniformly distributed in the specified [range]:\n * from `range.start`
inclusive to
`range.endInclusive` inclusive.\n * @throws IllegalArgumentException if [range] is empty.\n
*\n@SinceKotlin("1.3")\npublic fun Random.nextInt(range: IntRange): Int = when {\n range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n range.last < Int.MAX_VALUE ->
nextInt(range.first, range.last + 1)\n range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1\n
else -> nextInt()\n}\n\n/**\n * Gets the next random `Long` from the random number generator in the specified
[range].\n * Generates a `Long` random value uniformly distributed in the specified [range]:\n * from
`range.start` inclusive to `range.endInclusive` inclusive.\n * @throws IllegalArgumentException if [range] is
empty.\n * \n@SinceKotlin("1.3")\npublic fun Random.nextLong(range: LongRange): Long = when {\n range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n range.last <
Long.MAX_VALUE ->
nextLong(range.first, range.last + 1)\n range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) +
1\n else -> nextLong()\n}\n\n\ninternal expect fun defaultPlatformRandom(): Random\n\ninternal expect fun
doubleFromParts(hi26: Int, low27: Int): Double\n\ninternal fun fastLog2(value: Int): Int = 31 -
value.countLeadingZeroBits()\n\n/**\n * Takes upper [bitCount] bits (0..32) from this number. *\n\ninternal fun
Int.takeUpperBits(bitCount: Int): Int =\n this.ushr(32 - bitCount) and (-bitCount).shr(31)\n\n\ninternal fun
checkRangeBounds(from: Int, until: Int) = require(until > from) { boundsErrorMessage(from, until) }\n\ninternal fun
checkRangeBounds(from: Long, until: Long) = require(until > from) { boundsErrorMessage(from, until) }\n\ninternal fun
checkRangeBounds(from: Double, until: Double) = require(until > from) { boundsErrorMessage(from, until)
}\n\n\ninternal fun boundsErrorMessage(from: Any, until: Any) = "Random range is empty: [$from,
$until)."\n\n","/*\n * Copyright 2010-2021
JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n * \n@n\npackage kotlin.random\n\n/**\n *
Gets the next random [UInt] from the random number generator.\n * Generates a [UInt] random value uniformly
distributed between [UInt.MIN_VALUE] and [UInt.MAX_VALUE] (inclusive).\n

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*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextInt(): UInt = nextInt().toUInt()\n\n/**\n * Gets the next random [UInt] from the random number
generator less than the specified [until] bound.\n *\n * Generates a [UInt] random value uniformly distributed
between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @throws IllegalArgumentException if
[until] is zero.\n *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextInt(until: UInt): UInt = nextUInt(0u, until)\n\n/**\n
* Gets the next random [UInt] from the random number generator in the specified range.\n *\n * Generates a [UInt]
random value uniformly distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n *
@throws IllegalArgumentException if [from] is greater than or equal to [until].\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextInt(from: UInt, until: UInt): UInt {\n checkUIntRangeBounds(from, until)\n\n val signedFrom =
from.toInt() xor Int.MIN_VALUE\n val signedUntil = until.toInt() xor Int.MIN_VALUE\n\n val signedResult =
nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE\n return signedResult.toUInt()\n}\n\n/**\n * Gets the next
random [UInt] from the random number generator in the specified [range].\n *\n * Generates a [UInt] random value
uniformly distributed in the specified [range]:\n * from `range.start` inclusive to `range.endInclusive` inclusive.\n
*\n * @throws IllegalArgumentException
if [range] is empty.\n *\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic
fun Random.nextInt(range: UIntRange): UInt = when {\n range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n range.last < UInt.MAX_VALUE ->
nextInt(range.first, range.last + 1u)\n range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) +
1u\n else -> nextUInt()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator.\n *\n *
Generates a [ULong] random value uniformly distributed between [ULong.MIN_VALUE] and
[ULong.MAX_VALUE] (inclusive).\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(): ULong = nextLong().toULong()\n\n/**\n * Gets the next random [ULong] from the random
number generator less than the specified [until] bound.\n *\n * Generates a [ULong] random value uniformly
distributed between `0` (inclusive)
and the specified [until] bound (exclusive).\n *\n * @throws IllegalArgumentException if [until] is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(until: ULong): ULong = nextULong(0uL, until)\n\n/**\n * Gets the next random [ULong] from
the random number generator in the specified range.\n *\n * Generates a [ULong] random value uniformly
distributed between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws
IllegalArgumentException if [from] is greater than or equal to [until].\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(from: ULong, until: ULong): ULong {\n checkULongRangeBounds(from, until)\n\n val
signedFrom = from.toLong() xor Long.MIN_VALUE\n val signedUntil = until.toLong() xor
Long.MIN_VALUE\n\n val signedResult = nextLong(signedFrom, signedUntil) xor Long.MIN_VALUE\n return
signedResult.toULong()\n}\n\n/**\n * Gets the next random [ULong] from the random number generator in the specified [range].\n *\n * Generates a
[ULong] random value uniformly distributed in the specified [range]:\n * from `range.start` inclusive to
`range.endInclusive` inclusive.\n *\n * @throws IllegalArgumentException if [range] is empty.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
Random.nextULong(range: ULongRange): ULong = when {\n range.isEmpty() -> throw
IllegalArgumentException("Cannot get random in empty range: $range")\n range.last < ULong.MAX_VALUE -
> nextULong(range.first, range.last + 1u)\n range.first > ULong.MIN_VALUE -> nextULong(range.first - 1u,
range.last) + 1u\n else -> nextULong()\n}\n\n/**\n * Fills the specified unsigned byte [array] with random bytes
and returns it.\n *\n * @return [array] filled with random bytes.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray):

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UByteArray

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{\n nextBytes(array.asByteArray())\n return array}\n}\n\n/**\n * Creates an unsigned byte array of the specified\n [size], filled with random bytes.\n */\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun\nRandom.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()\n\n/**\n * Fills a subrange of the\n specified `UByte` [array] starting from [fromIndex] inclusive and ending [toIndex] exclusive with random\n UBytes.\n */\n * @return [array] with the subrange filled with random bytes.\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun Random.nextUBytes(array: UByteArray,\nfromIndex: Int = 0, toIndex: Int = array.size): UByteArray {\n nextBytes(array.asByteArray(), fromIndex,\ntoIndex)\n return array}\n}\n\ninternal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until >\nfrom) { boundsErrorMessage(from, until) }\ninternal fun checkULongRangeBounds(from: ULong, until: ULong) =\nrequire(until > from) { boundsErrorMessage(from, until)\n
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}\n", /*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this\n source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
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*\n@npackage kotlin.random\n\n/**\n * Random number generator, using Marsaglia's "xorwow" algorithm\n */\n * Cycles after 2192 - 232 repetitions.\n */\n * For more details, see Marsaglia, George (July 2003). "Xorshift\n RNGs". Journal of Statistical Software. 8 (14). doi:10.18637/jss.v008.i14\n */\n * Available at\n
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https://www.jstatsoft.org/v08/i14/paper\n\ninternal class XorWowRandom internal constructor(\n private\n var x: Int,\n private var y: Int,\n private var z: Int,\n private var w: Int,\n private var v: Int,\n private var\n addend: Int)\n : Random(), Serializable {\n internal constructor(seed1: Int, seed2: Int) {\n this(seed1,\n seed2, 0, 0, seed1.inv(), (seed1 shl 10) xor (seed2 ushr 4))\n\n init {\n require((x or y or\n z or w or v) != 0) {\n "Initial state must have at least one non-zero element.\n }\n // some trivial seeds can\n produce several values with zeroes in upper bits, so we discard first 64\n repeat(64) { nextInt() }\n }\n\n override fun nextInt(): Int {\n // Equivalent to the xorwow algorithm\n // From Marsaglia, G. 2003. Xorshift\n RNGs. J. Statis. Soft. 8, 14, p. 5\n var t = x\n t = t xor (t ushr 2)\n x = y\n y = z\n z = w\n val v0 = v\n w = v0\n t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)\n v = t\n addend += 362437\n return t + addend\n }\n\n override fun nextBits(bitCount: Int): Int =\n nextInt().takeUpperBits(bitCount)\n\n private companion object {\n private const val serialVersionUID: Long = 0L\n }\n}\n", /*\n * Copyright\n 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed\n by the Apache 2.0\n
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license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT
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EDIT!\n\npackage kotlin.ranges\n\n/**\n * An iterator over a progression of values of type `Char`.\n */\n * @property\n step the number by which the value is incremented on each step.\n */\n internal class CharProgressionIterator(first:\n Char, last: Char, val step: Int) : CharIterator() {\n private val finalElement: Int = last.code\n private var hasNext:\n Boolean = if (step > 0) first <= last else first >= last\n private var next: Int = if (hasNext) first.code else\n finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextChar(): Char {\n val value\n = next\n if (value == finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n return value.toChar()\n }\n}\n\n/**\n * An iterator over a progression of values of type `Int`.\n
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*\n * @property step the number by which the value is incremented on each step.\n */\n internal class\n IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator() {\n private val finalElement: Int = last\n private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next: Int = if (hasNext) first\n else finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextInt(): Int {\n val\n value = next\n if (value == finalElement) {\n if (!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n return value\n }\n}\n\n/**\n * An\n iterator over a progression of values of type `Long`.\n */\n * @property step the number by which the value is\n incremented on each step.\n */\n internal class LongProgressionIterator(first: Long, last: Long, val step: Long) :\n LongIterator() {\n private val finalElement: Long = last\n
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private var hasNext: Boolean = if (step > 0) first <= last else first >= last\n private var next: Long = if (hasNext)
first else finalElement\n\n override fun hasNext(): Boolean = hasNext\n\n override fun nextLong(): Long {\n
val value = next\n if (value == finalElement) {\n if (!hasNext) throw
kotlin.NoSuchElementException()\n hasNext = false\n }\n else {\n next += step\n }\n
return value\n }\n}\n\n"/>\n\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\nimport
kotlin.internal.getProgressionLastElement\n\n/**\n * A progression of values of type `Char`.\n */\n\npublic open class
CharProgression\n internal constructor\n (\n start: Char,\n endInclusive:
Char,\n step: Int\n): Iterable<Char> {\n init {\n if (step == 0) throw
kotlin.IllegalArgumentException("Step must be non-zero.")\n if (step == Int.MIN_VALUE) throw
kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to avoid overflow on negation.")\n
}\n\n /**\n * The first element in the progression.\n */\n public val first: Char = start\n\n /**\n * The
last element in the progression.\n */\n public val last: Char = getProgressionLastElement(start.code,
endInclusive.code, step).toChar()\n\n /**\n * The step of the progression.\n */\n public val step: Int =
step\n\n override fun iterator(): CharIterator = CharProgressionIterator(first, last, step)\n\n /**\n * Checks if
the progression is empty.\n */\n * Progression with a positive step is empty if its first element is greater than the
last element.\n * Progression with a negative step is empty if its first
element is less than the last element.\n */\n public open fun isEmpty(): Boolean = if (step > 0) first > last else
first < last\n\n override fun equals(other: Any?): Boolean =\n other is CharProgression && (isEmpty() &&
other.isEmpty() ||\n first == other.first && last == other.last && step == other.step)\n\n override fun
hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first.code + last.code) + step)\n\n override fun toString():
String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"\n\n companion object {\n
/**\n * Creates CharProgression within the specified bounds of a closed range.\n */\n * The
progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the
specified [step].\n * In order to go backwards the [step] must be negative.\n */\n * [step] must be
greater than `Int.MIN_VALUE` and not equal
to zero.\n */\n public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression
= CharProgression(rangeStart, rangeEnd, step)\n }\n}\n\n/**\n * A progression of values of type `Int`.\n */\n\npublic
open class IntProgression\n internal constructor\n (\n start: Int,\n endInclusive: Int,\n step:
Int\n): Iterable<Int> {\n init {\n if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-
zero.")\n if (step == Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than
Int.MIN_VALUE to avoid overflow on negation.")\n }\n\n /**\n * The first element in the progression.\n
*/\n public val first: Int = start\n\n /**\n * The last element in the progression.\n */\n public val last: Int =
getProgressionLastElement(start, endInclusive, step)\n\n /**\n * The step of the progression.\n */\n public
val step: Int = step\n\n override fun iterator(): IntIterator = IntProgressionIterator(first, last, step)\n\n /**\n * Checks if the
progression is empty.\n */\n * Progression with a positive step is empty if its first element is greater than the last
element.\n * Progression with a negative step is empty if its first element is less than the last element.\n */\n
public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?):
Boolean =\n other is IntProgression && (isEmpty() && other.isEmpty() ||\n first == other.first && last ==
other.last && step == other.step)\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first +
last) + step)\n\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last
step ${-step}"\n\n companion object {\n /**\n * Creates IntProgression within the specified bounds of a
closed range.\n */\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n */\n * [step]
must be greater than `Int.MIN_VALUE` and not equal to zero.\n */\n public fun

```

```

fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd,
step)\n }\n}\n\n/**\n * A progression of values of type `Long`. \n */\npublic open class LongProgression\ninternal constructor\n (\n start: Long,\n endInclusive: Long,\n step: Long\n) :
Iterable<Long> {\n init {\n if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-
zero.")\n if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than
Long.MIN_VALUE to avoid overflow on negation.")\n }\n /**\n * The first
element in the progression.\n */\n public val first: Long = start\n /**\n * The last element in the
progression.\n */\n public val last: Long = getProgressionLastElement(start, endInclusive, step)\n /**\n *
The step of the progression.\n */\n public val step: Long = step\n override fun iterator(): LongIterator =
LongProgressionIterator(first, last, step)\n /**\n * Checks if the progression is empty.\n */\n *
Progression with a positive step is empty if its first element is greater than the last element.\n * Progression with a
negative step is empty if its first element is less than the last element.\n */\n public open fun isEmpty(): Boolean
= if (step > 0) first > last else first < last\n override fun equals(other: Any?): Boolean =\n other is
LongProgression && (isEmpty() && other.isEmpty()) ||\n first == other.first && last == other.last && step ==
other.step\n override fun hashCode(): Int
=\n if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr
32))).toInt()\n override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last
step ${-step}"\n companion object {\n /**\n * Creates LongProgression within the specified bounds of
a closed range.\n */\n * The progression starts with the [rangeStart] value and goes toward the [rangeEnd]
value not excluding it, with the specified [step].\n * In order to go backwards the [step] must be negative.\n
 */\n * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.\n */\n public fun
fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart,
rangeEnd, step)\n }\n "\n\n"/**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.ranges\n\n/**\n * Represents a range of values (for example, numbers or characters) where both the lower and upper bounds are
included in the range.\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.\n */\npublic interface
ClosedRange<T : Comparable<T>> {\n /**\n * The minimum value in the range.\n */\n public val start:
T\n /**\n * The maximum value in the range (inclusive).\n */\n public val endInclusive: T\n /**\n *
Checks whether the specified [value] belongs to the range.\n */\n * A value belongs to the closed range if it is
greater than or equal to the [start] bound and less than or equal to the [endInclusive] bound.\n */\n public
operator fun contains(value: T): Boolean = value >= start && value <= endInclusive\n /**\n * Checks
whether the range is
empty.\n */\n * The range is empty if its start value is greater than the end value.\n */\n public fun
isEmpty(): Boolean = start > endInclusive\n}\n\n/**\n * Represents a range of values (for example, numbers or
characters) where the upper bound is not included in the range.\n * See the [Kotlin language
documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.\n */\n\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic interface OpenEndRange<T
: Comparable<T>> {\n /**\n * The minimum value in the range.\n */\n public val start: T\n /**\n *
The maximum value in the range (exclusive).\n */\n * @throws IllegalStateException can be thrown if the
exclusive end bound cannot be represented\n * with a value of type [T].\n */\n public val endExclusive: T\n /**\n * Checks whether the specified [value] belongs to the range.\n */\n * A value belongs to the open-
ended range
if it is greater than or equal to the [start] bound and strictly less than the [endExclusive] bound.\n */\n public
operator fun contains(value: T): Boolean = value >= start && value < endExclusive\n /**\n * Checks whether
the range is empty.\n */\n * The open-ended range is empty if its start value is greater than or equal to the end
value.\n */\n public fun isEmpty(): Boolean = start >= endExclusive\n}\n\n"/**\n * Copyright 2010-2018 JetBrains

```



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```

*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("RangesKt")\n\npackage
kotlin.ranges\n\n/**\n * Represents a range of [Comparable] values.\n * \nprivate open class ComparableRange<T :
Comparable<T>>(\n override val start: T,\n override val endInclusive: T\n) : ClosedRange<T> {\n\n override
fun equals(other: Any?): Boolean
 {\n return other is ComparableRange<*> && (isEmpty() && other.isEmpty()) ||\n start == other.start
&& endInclusive == other.endInclusive)\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1
else 31 * start.hashCode() + endInclusive.hashCode()\n }\n\n override fun toString(): String =
"$start..$endInclusive"\n}\n\n/**\n * Creates a range from this [Comparable] value to the specified [that] value.\n
*\n * This value needs to be smaller than or equal to [that] value, otherwise the returned range will be empty.\n
*\n * @sample samples.ranges.Ranges.rangeFromComparable\n * \npublic operator fun <T : Comparable<T>>
T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)\n\n/**\n * Represents a range of [Comparable]
values.\n * \nprivate open class ComparableOpenEndRange<T : Comparable<T>>(\n override val start: T,\n override val
endExclusive: T\n) : OpenEndRange<T> {\n\n override fun equals(other: Any?): Boolean {\n return other is
ComparableOpenEndRange<*> && (isEmpty() && other.isEmpty()) ||\n start ==
other.start && endExclusive == other.endExclusive)\n }\n\n override fun hashCode(): Int {\n return if
(isEmpty()) -1 else 31 * start.hashCode() + endExclusive.hashCode()\n }\n\n override fun toString(): String =
"$start.<$endExclusive"\n}\n\n/**\n * Creates an open-ended range from this [Comparable] value to the specified
[that] value.\n * \n * This value needs to be smaller than [that] value, otherwise the returned range will be empty.\n
*\n * @sample samples.ranges.Ranges.rangeFromComparable\n * \npublic operator fun <T :
Comparable<T>> T.rangeUntil(that: T): OpenEndRange<T> = ComparableOpenEndRange(this, that)\n\n/**\n * Represents a range of floating point numbers.\n * Extends [ClosedRange] interface providing custom operation
[lessThanOrEquals] for comparing values of range domain type.\n
*\n * This interface is implemented by floating point ranges returned by [Float.rangeTo] and [Double.rangeTo]
operators to\n * achieve IEEE-754 comparison order instead of total order of floating point numbers.\n
*\n * @SinceKotlin("1.9")\n * @WasExperimental(ExperimentalStdlibApi::class)\n * \npublic operator fun <T :
Comparable<T>> T.rangeTo(that: T): ClosedFloatingPointRange<T> = ClosedRange<T>
{\n override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value,
endInclusive)\n override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)\n}\n\n/**\n *
Compares two values of range domain type and returns true if first is less than or equal to second.\n
*\n * fun lessThanOrEquals(a: T, b: T): Boolean\n}\n\n/**\n * A closed range of values of type `Double`. \n * \n * Numbers
are compared with the ends of this range according to IEEE-754.\n
*\n * \nprivate class ClosedDoubleRange(\n start: Double,\n endInclusive: Double\n) : ClosedFloatingPointRange<Double> {\n private val _start = start\n private
val _endInclusive = endInclusive\n override val start: Double get() = _start\n override val endInclusive: Double
get() = _endInclusive\n override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b\n override
fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive\n override fun isEmpty():
Boolean = !(_start <= _endInclusive)\n override fun equals(other: Any?): Boolean {\n return other is
ClosedDoubleRange && (isEmpty() && other.isEmpty()) ||\n _start == other._start && _endInclusive ==
other._endInclusive\n }\n\n override fun hashCode(): Int {\n return if (isEmpty()) -1 else 31 *
_start.hashCode() + _endInclusive.hashCode()\n }\n\n override fun toString(): String =
"$_start..$_endInclusive"\n}\n\n/**\n * Creates a range from this [Double] value to the specified [that] value.\n
*\n * \n * Numbers are compared with the ends of this range according to IEEE-754.\n
*\n * @sample samples.ranges.Ranges.rangeFromDouble\n * \npublic operator fun Double.rangeTo(that: Double):
ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)\n\n/**\n * An open-ended range of values of
type `Double`. \n * \n * Numbers are compared with the ends of this range according to IEEE-754.\n
*\n * \nprivate class

```

```

OpenEndDoubleRange(\n start: Double,\n endExclusive: Double\n) : OpenEndRange<Double> {\n private val
_start = start\n private val _endExclusive = endExclusive\n override val start: Double get() = _start\n override
val endExclusive: Double get() = _endExclusive\n\n private fun lessThanOrEquals(a: Double, b: Double):
Boolean = a <= b\n\n override fun contains(value: Double): Boolean = value >= _start && value <
_endExclusive\n\n override fun isEmpty(): Boolean = !(_start < _endExclusive)\n\n override fun equals(other:
Any?): Boolean {\n return other is OpenEndDoubleRange && (isEmpty() && other.isEmpty()) ||\n
_start ==
other._start && _endExclusive == other._endExclusive)\n } \n\n override fun hashCode(): Int {\n return if
(isEmpty()) -1 else 31 * _start.hashCode() + _endExclusive.hashCode()\n } \n\n override fun toString(): String =
"\$_start..<\$_endExclusive"\n}\n\n/**\n * Creates an open-ended range from this [Double] value to the specified
[that] value.\n * \n * Numbers are compared with the ends of this range according to IEEE-754.\n
*\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun
Double.rangeUntil(that: Double): OpenEndRange<Double> = OpenEndDoubleRange(this, that)\n\n/**\n * A
closed range of values of type `Float`.\n * \n * Numbers are compared with the ends of this range according to IEEE-
754.\n *\nprivate class ClosedFloatRange(\n start: Float,\n endInclusive: Float\n) :
ClosedFloatingPointRange<Float> {\n private val _start = start\n private val _endInclusive = endInclusive\n
override val start: Float get()
= _start\n\n override val endInclusive: Float get() = _endInclusive\n\n override fun lessThanOrEquals(a: Float, b:
Float): Boolean = a <= b\n\n override fun contains(value: Float): Boolean = value >= _start && value <=
_endInclusive\n\n override fun isEmpty(): Boolean = !(_start <= _endInclusive)\n\n override fun equals(other:
Any?): Boolean {\n return other is ClosedFloatRange && (isEmpty() && other.isEmpty()) ||\n
_start == other._start && _endInclusive == other._endInclusive)\n } \n\n override fun hashCode(): Int {\n return if
(isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()\n } \n\n override fun toString(): String =
"\$_start..<\$_endInclusive"\n}\n\n/**\n * Creates a range from this [Float] value to the specified [that] value.\n * \n *
Numbers are compared with the ends of this range according to IEEE-754.\n * @sample
samples.ranges.Ranges.rangeFromFloat\n *\n@SinceKotlin("1.1")\npublic operator fun Float.rangeTo(that:
Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)\n\n/**\n * An open-ended range of
values of type `Float`.\n * \n * Numbers are compared with the ends of this range according to IEEE-754.\n
*\nprivate class OpenEndFloatRange(\n start: Float,\n endExclusive: Float\n) : OpenEndRange<Float> {\n
private val _start = start\n private val _endExclusive = endExclusive\n\n override val start: Float get() = _start\n
override val endExclusive: Float get() = _endExclusive\n\n private fun lessThanOrEquals(a: Float, b: Float):
Boolean = a <= b\n\n override fun contains(value: Float): Boolean = value >= _start && value < _endExclusive\n
override fun isEmpty(): Boolean = !(_start < _endExclusive)\n\n override fun equals(other: Any?): Boolean {\n
return other is OpenEndFloatRange && (isEmpty() && other.isEmpty()) ||\n
_start == other._start &&
_endExclusive == other._endExclusive)\n } \n\n override fun hashCode(): Int
{\n return if (isEmpty()) -1 else 31 * _start.hashCode() + _endExclusive.hashCode()\n } \n\n override fun
toString(): String = "\$_start..<\$_endExclusive"\n}\n\n/**\n * Creates an open-ended range from this [Float] value
to the specified [that] value.\n * \n * Numbers are compared with the ends of this range according to IEEE-754.\n
*\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic operator fun
Float.rangeUntil(that: Float): OpenEndRange<Float> = OpenEndFloatRange(this, that)\n\n/**\n * Returns `true` if
this iterable range contains the specified [element].\n * \n * Always returns `false` if the [element] is `null`.\n
*\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline operator fun <T, R> R.contains(element: T?):
Boolean where T : Any, R : ClosedRange<T>, R : Iterable<T> =\n element != null && contains(element)\n\n/**\n * Returns `true` if this iterable range contains the specified [element].\n * \n * Always returns `false`
if the [element] is `null`.\n
*\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic
inline operator fun <T, R> R.contains(element: T?): Boolean where T : Any, R : OpenEndRange<T>, R :
Iterable<T> =\n element != null && contains(element)\n\ninternal fun checkStepIsPositive(isPositive: Boolean,

```

```

step: Number) {\n if (!isPositive) throw IllegalArgumentException("Step must be positive, was:
$step.")\n}\n"/**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmName("KClasses")\n@file:Suppress("UNCHECKED_CAST")\n\npackage
kotlin.reflect\n\nimport kotlin.internal.LowPriorityInOverloadResolution\n\n/**\n * Casts the given [value] to the
class represented by this [KClass] object.\n * Throws an exception if the value is `null` or if it is not an
instance of this class.\n */\n * This is an experimental function that behaves as a similar function from
kotlin.reflect.full on JVM.\n */\n * @see [KClass.isInstance]\n * @see [KClass.safeCast]\n
*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@LowPriorityInOverloadResoluti
on\nfun <T : Any> KClass<T>.cast(value: Any?): T {\n if (!isInstance(value)) throw ClassCastException("Value
cannot be cast to $qualifiedOrSimpleName")\n return value as T\n}\n\n// TODO: replace with qualifiedName
when it is fully supported in K/JS\n\ninternal expect val KClass<*>.qualifiedOrSimpleName: String?\n\n/**\n * Casts
the given [value] to the class represented by this [KClass] object.\n * Returns `null` if the value is `null` or if it is not
an instance of this class.\n */\n * This is an experimental function that behaves as a similar function from
kotlin.reflect.full on JVM.\n */\n * @see [KClass.isInstance]\n * @see [KClass.cast]\n
*/\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@LowPriorityInOverloadResoluti
on\nfun
<T : Any> KClass<T>.safeCast(value: Any?): T? {\n return if (isInstance(value)) value as T else null\n}\n"/**\n
* Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.reflect\n\nimport kotlin.jvm.JvmField\n\nimport kotlin.jvm.JvmStatic\n\n\n/**\n * Represents a type
projection. Type projection is usually the argument to another type in a type usage.\n * For example, in the type
`Array<out Number>`, `out Number` is the covariant projection of the type represented by the class `Number`.\n */\n
* Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.\n
*/\n * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections)\n
* for more information.\n
*/\n\n@SinceKotlin("1.1")\n\npublic data class KTypeProjection constructor(\n /**\n * The use-site variance
specified in the projection, or `null` if this is a star projection.\n */\n public val variance: KVariance?,\n /**\n
 * The type specified in the projection, or `null` if this is a star projection.\n */\n public val type: KType?)\n
{\n\n init {\n require((variance == null) == (type == null)) {\n if (variance == null)\n "Star
projection must have no type specified.\n " else\n "The projection variance $variance requires type
to be specified.\n " }\n\n }\n\n override fun toString(): String = when (variance) {\n null -> "*"
\n KVariance.INVARIANT -> type.toString()\n KVariance.IN -> "in $type"\n KVariance.OUT -> "out
$type"\n }\n\n public companion object {\n // provided for compiler access\n @JvmField\n
@PublishedApi\n internal val star: KTypeProjection = KTypeProjection(null, null)\n\n /**\n * Star projection, denoted by
the `*` character.\n * For example, in the type `KClass<*>`, `*` is the star projection.\n * See the [Kotlin
language documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections)\n * for more
information.\n */\n public val STAR: KTypeProjection get() = star\n\n /**\n * Creates an
invariant projection of a given type. Invariant projection is just the type itself,\n * without any use-site variance
modifiers applied to it.\n * For example, in the type `Set<String>`, `String` is an invariant projection of the type
represented by the class `String`.\n */\n @JvmStatic\n public fun invariant(type: KType):
KTypeProjection =\n KTypeProjection(KVariance.INVARIANT, type)\n\n /**\n * Creates a
contravariant projection of a given type, denoted
by the `in` modifier applied to a type.\n * For example, in the type `MutableList<in Number>`, `in Number` is
a contravariant projection of the type of class `Number`.\n */\n @JvmStatic\n public fun
contravariant(type: KType): KTypeProjection =\n KTypeProjection(KVariance.IN, type)\n\n /**\n *
Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.\n * For example,

```



```

CharSequence?): T {
 for (item in value)
 append(item)
 return this
}

/** Appends a line feed character (`\n`) to this Appendable.
 * @SinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * public inline fun Appendable.appendLine(): Appendable = append("\n")
 * Appendable and a line feed character (`\n`) after it.
 * @SinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * public inline fun Appendable.appendLine(value: CharSequence?): Appendable = append(value).appendLine()
 * Appendable and a line feed character (`\n`) after it.
 * @SinceKotlin("1.4")
 * @kotlin.internal.InlineOnly
 * public inline fun Appendable.appendLine(value: Char): Appendable = append(value).appendLine()
 * internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence?) {
 when {
 transform != null -> append(transform(element))
 element is CharSequence? -> append(element)
 element is Char -> append(element)
 else -> append(element.toString())
 }
}"/, /*
 * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * @package kotlin.text
 * import kotlin.internal.InlineOnly
 * Represents hexadecimal format options.
 * To create a new [HexFormat] use `HexFormat` function.
 * @ExperimentalStdlibApi
 * @SinceKotlin("1.9")
 * public class HexFormat internal constructor(
 /* Specifies whether upper case hexadecimal digits `0-9`, `A-F` should be used for formatting.
 * If `false`, lower case hexadecimal digits `0-9`, `a-f` will be used.
 * Affects both `ByteArray` and numeric value formatting.
 val upperCase: Boolean,
 /* Specifies hexadecimal format used for formatting and parsing `ByteArray`.
 val bytes: BytesHexFormat,
 /* Specifies hexadecimal format used for formatting and parsing a numeric value.
 val number: NumberHexFormat
) {
 override fun toString(): String = buildString {
 append("HexFormat(").appendLine()
 append(" upperCase = ").append(upperCase).appendLine(", ")
 append(" bytes = BytesHexFormat(").appendLine()
 bytes.appendOptionsTo(this, indent = " ").appendLine()
 append("), ").appendLine()
 append(" number = NumberHexFormat(").appendLine()
 number.appendOptionsTo(this, indent = " ").appendLine()
 append(")").appendLine()
 }
}

/* Represents hexadecimal format options for formatting and parsing `ByteArray`.
 * When formatting one can assume that bytes are firstly separated using LF character (`\n`) into lines
 * with [bytesPerLine] bytes in each line. The last line may have fewer bytes.
 * Then each line is separated into groups using [groupSeparator] with [bytesPerGroup] bytes in each group,
 * except the last group in the line, which may have fewer bytes.
 * All bytes in a group are separated using [byteSeparator].
 * Each byte is converted to its two-digit hexadecimal representation,
 * immediately preceded by [bytePrefix] and immediately succeeded by [byteSuffix].
 * When parsing the input string is required to be in the format described above.
 * However, any of the char sequences CRLF, LF and CR is considered a valid line separator,
 * and parsing is performed in case-insensitive manner.
 * See [BytesHexFormat.Builder] to find out how the options are configured,
 * and what is the default value of each option.
 * public class BytesHexFormat internal constructor(
 /* The maximum number of bytes per line.
 val bytesPerLine: Int,
 /* The maximum number of bytes per group.
 val bytesPerGroup: Int,
 /* The string used to separate adjacent groups in a line.
 val groupSeparator: String,
 /* The string used to separate adjacent bytes in a group.
 val byteSeparator: String,
 /* The string that immediately precedes two-digit hexadecimal representation of each byte.
 val bytePrefix: String,
 /* The string that immediately succeeds two-digit hexadecimal representation of each byte.
 val byteSuffix: String
) {
 override fun toString(): String = buildString {
 append("BytesHexFormat(").appendLine()
 appendOptionsTo(this, indent = " ").appendLine()
 append(")")
 }
 internal fun appendOptionsTo(sb: StringBuilder, indent: String): StringBuilder {
 sb.append(indent).append("bytesPerLine = ").append(bytesPerLine).appendLine(", ")
 sb.append(indent).append("bytesPerGroup = ").append(bytesPerGroup).appendLine(", ")
 sb.append(indent).append("groupSeparator = ").append(groupSeparator).appendLine(", ")
 sb.append(indent).append("byteSeparator = ").append(byteSeparator).appendLine(", ")
 sb.append(indent).append("bytePrefix = ").append(bytePrefix).appendLine(", ")
 sb.append(indent).append("byteSuffix = ").append(byteSuffix).appendLine()
 }
}

```

```

 ").append(bytesPerGroup).appendLine(",")\n sb.append(indent).append("groupSeparator =
 \\\"").append(groupSeparator).appendLine("\\\"")\n sb.append(indent).append("byteSeparator =
 \\\"").append(byteSeparator).appendLine("\\\"")\n sb.append(indent).append("bytePrefix =
 \\\"").append(bytePrefix).appendLine("\\\"")\n sb.append(indent).append("byteSuffix =
 \\\"").append(byteSuffix).append("\\\"")\n return sb\n }\n /**\n * A context for building a
 [BytesHexFormat]. Provides API for configuring format options.\n *\n class Builder internal constructor()
 {\n
 /**\n * Defines [BytesHexFormat.bytesPerLine] of the format being built, [Int.MAX_VALUE] by
 default.\n *\n * The value must be positive.\n *\n * @throws
 IllegalArgumentException if a non-positive value is assigned to this property.\n *\n var bytesPerLine:
 Int = Default.bytesPerLine\n set(value) {\n if (value <= 0)\n throw
 IllegalArgumentException("Non-positive values are prohibited for bytesPerLine, but was $value")\n }\n
 field = value\n /**\n * Defines [BytesHexFormat.bytesPerGroup] of the format being
 built, [Int.MAX_VALUE] by default.\n *\n * The value must be positive.\n *\n *
 @throws IllegalArgumentException if a non-positive value is assigned to this property.\n *\n var
 bytesPerGroup: Int = Default.bytesPerGroup\n set(value) {\n if (value <= 0)\n throw
 IllegalArgumentException("Non-positive values are prohibited for bytesPerGroup, but was $value")\n }\n
 field = value\n /**\n * Defines [BytesHexFormat.groupSeparator] of the format being built, two space characters (` `) by default. *\n
 var groupSeparator: String = Default.groupSeparator\n /**\n * Defines [BytesHexFormat.byteSeparator] of the format being built, empty string by default.\n *\n * The string
 must not contain LF and CR characters.\n *\n * @throws IllegalArgumentException if a string
 containing LF or CR character is assigned to this property.\n *\n var byteSeparator: String =
 Default.byteSeparator\n set(value) {\n if (value.contains("\n") || value.contains("\r"))\n throw
 IllegalArgumentException("LF and CR characters are prohibited in byteSeparator, but was $value")\n }\n
 field = value\n /**\n * Defines [BytesHexFormat.bytePrefix] of the format being built, empty string by default.\n *\n * The string must not contain LF and CR
 characters.\n *\n * @throws IllegalArgumentException if a string containing LF or CR character is
 assigned to this property.\n *\n var bytePrefix: String = Default.bytePrefix\n set(value) {\n
 if (value.contains("\n") || value.contains("\r"))\n throw
 IllegalArgumentException("LF and CR characters are prohibited in bytePrefix, but was $value")\n }\n
 field = value\n /**\n * Defines [BytesHexFormat.byteSuffix] of the format being built, empty string by default.\n
 *\n * The string must not contain LF and CR characters.\n *\n * @throws
 IllegalArgumentException if a string containing LF or CR character is assigned to this property.\n *\n
 var byteSuffix: String = Default.byteSuffix\n set(value) {\n if (value.contains("\n") ||
 value.contains("\r"))\n throw
 IllegalArgumentException("LF and CR characters are prohibited in byteSuffix, but was $value")\n }\n
 field = value\n }\n internal fun build():
 BytesHexFormat {\n return BytesHexFormat(bytesPerLine, bytesPerGroup, groupSeparator,
 byteSeparator, bytePrefix, byteSuffix)\n }\n internal companion object {\n internal val
 Default = BytesHexFormat(\n bytesPerLine = Int.MAX_VALUE,\n bytesPerGroup =
 Int.MAX_VALUE,\n groupSeparator = "
 ",\n byteSeparator = "\",\n bytePrefix = "\",\n byteSuffix = "\n ")\n }\n
 /**\n * Represents hexadecimal format options for formatting and parsing a numeric value.\n *\n *
 The formatting result consist of [prefix] string, hexadecimal representation of the value being formatted, and [suffix]
 string.\n * Hexadecimal representation of a value is calculated by mapping each four-bit chunk\n * of its binary
 representation to the corresponding hexadecimal digit, starting with the most significant bits.\n * [upperCase]
 determines whether upper case `0-9`, `A-F` or lower case `0-9`, `a-f` hexadecimal digits are used.\n * If
 [removeLeadingZeros] it `true`, leading zeros in the hexadecimal representation are removed.\n *\n * For

```

example, the binary representation of the `Byte` value `58` is the 8-bit long `00111010`, which converts to a hexadecimal representation of `3a` or `3A` depending on [upperCase]. Whereas, the binary representation of the `Int` value `58` is the 32-bit long `000000000000000000000000111010`, which converts to a hexadecimal representation of `0000003a` or `0000003A` depending on [upperCase]. If [removeLeadingZeros] is `true`, leading zeros in `0000003a` are removed, resulting in `3a`. To convert a value to hexadecimal string of a particular length, first convert the value to a type with the corresponding bit size. For example, to convert an `Int` value to 4-digit hexadecimal string, convert the value to `toShort()` before hexadecimal formatting. To convert it to hexadecimal string of at most 4 digits without leading zeros, set [removeLeadingZeros] to `true` in addition. Parsing requires [prefix] and [suffix] to be present in the input string and the amount of hexadecimal digits to be at least one and at most the value bit size divided by four. Parsing is performed in case-insensitive manner, and [removeLeadingZeros] is ignored as well. See [NumberHexFormat.Builder] to find out how the options are configured and what is the default value of each option.

```

public class NumberHexFormat internal constructor(
 /** The string that immediately precedes hexadecimal representation of a numeric value. */
 val prefix: String,
 /** The string that immediately succeeds hexadecimal representation of a numeric value. */
 val suffix: String,
 /** Specifies whether to remove leading zeros in the hexadecimal representation of a numeric value. */
 val removeLeadingZeros: Boolean) {
 override fun toString(): String = buildString {
 append("NumberHexFormat(").appendLine().appendOptionsTo(this, indent = "\t").appendLine().append("\n")
 }
 internal fun appendOptionsTo(sb: StringBuilder, indent: String): StringBuilder {
 sb.append(indent).append("prefix = ").append(prefix).appendLine("\n")
 sb.append(indent).append("suffix = ").append(suffix).appendLine("\n")
 sb.append(indent).append("removeLeadingZeros = ").append(removeLeadingZeros).appendLine().return sb
 }
 /** A context for building a [NumberHexFormat]. Provides API for configuring format options. */
 class Builder internal constructor() {
 /** Defines [NumberHexFormat.prefix] of the format being built, empty string by default. */
 var prefix: String = Default.prefix
 set(value) {
 if (value.contains("\n") || value.contains("\r"))
 throw IllegalArgumentException("LF and CR characters are prohibited in prefix, but was $value")
 field = value
 }
 /** Defines [NumberHexFormat.suffix] of the format being built, empty string by default. */
 var suffix: String = Default.suffix
 set(value) {
 if (value.contains("\n") || value.contains("\r"))
 throw IllegalArgumentException("LF and CR characters are prohibited in suffix, but was $value")
 field = value
 }
 /** Defines [NumberHexFormat.removeLeadingZeros] of the format being built, empty string by default. */
 var removeLeadingZeros: Boolean = Default.removeLeadingZeros
 internal fun build(): NumberHexFormat {
 return NumberHexFormat(prefix, suffix, removeLeadingZeros)
 }
 internal companion object {
 internal val Default = NumberHexFormat(
 prefix = "",
 suffix = "",
 removeLeadingZeros = false
)
 }
 /** A context for building a [HexFormat]. Provides API for configuring format options. */
 public class Builder @PublishedApi internal constructor() {
 /** Defines [HexFormat.upperCase] of the format being built, `false` by default. */
 var upperCase: Boolean = Default.upperCase
 /** Defines [HexFormat.bytes] of the format being built. See [BytesHexFormat.Builder] for default values of the options. */
 val bytes: BytesHexFormat.Builder
 get() {
 if (_bytes == null)
 _bytes = BytesHexFormat.Builder()
 return _bytes!!
 }
 private var _bytes:

```

```

BytesHexFormat.Builder? = null\n\n /**\n * Defines [HexFormat.number] of the format being built.\n *\n * See [NumberHexFormat.Builder] for default values of the options.\n */\n val number:
NumberHexFormat.Builder\n get() {\n if (_number == null) {\n _number =
NumberHexFormat.Builder()\n }\n return _number!!\n }\n\n private var _number:
NumberHexFormat.Builder? = null\n\n /**\n * Provides a scope for configuring the [HexFormat.bytes]
format options.\n *\n * See [BytesHexFormat.Builder] for default values of the options.\n */\n @InlineOnly\n inline
 fun bytes(builderAction: BytesHexFormat.Builder.() -> Unit) {\n bytes.builderAction()\n }\n\n /**\n * Provides a scope for configuring the [HexFormat.number] format options.\n *\n * See
[NumberHexFormat.Builder] for default values of the options.\n */\n @InlineOnly\n inline fun
number(builderAction: NumberHexFormat.Builder.() -> Unit) {\n number.builderAction()\n }\n\n @PublishedApi\n internal fun build(): HexFormat {\n return HexFormat(\n upperCase,\n _bytes?.build() ?: BytesHexFormat.Default,\n _number?.build() ?: NumberHexFormat.Default\n)\n }\n\n companion object {\n /**\n * The default hexadecimal format options.\n *\n * Uses lower case hexadecimal digits `0-9`, `a-f` when formatting\n * both `ByteArray` and numeric values.
That is [upperCase] is `false`.\n *\n * No line separator, group separator, byte separator, byte prefix or byte suffix is used\n * when
formatting or parsing `ByteArray`. That is:\n * * [BytesHexFormat.bytesPerLine] is `Int.MAX_VALUE`.\n * * [BytesHexFormat.bytesPerGroup] is `Int.MAX_VALUE`.\n * * [BytesHexFormat.byteSeparator],
[BytesHexFormat.bytePrefix] and [BytesHexFormat.byteSuffix] are empty strings.\n *\n * No prefix or
suffix is used, and no leading zeros in hexadecimal representation are removed\n * when formatting or parsing
a numeric value. That is:\n * * [NumberHexFormat.prefix] and [NumberHexFormat.suffix] are empty
strings.\n * * [NumberHexFormat.removeLeadingZeros] is `false`.\n */\n public val Default:
HexFormat = HexFormat(\n upperCase = false,\n bytes = BytesHexFormat.Default,\n number =
NumberHexFormat.Default,\n)\n\n /**\n * Uses upper
case hexadecimal digits `0-9`, `A-F` when formatting\n * both `ByteArray` and numeric values. That is
[upperCase] is `true`.\n *\n * The same as [Default] format in other aspects.\n */\n public val
UpperCase: HexFormat = HexFormat(\n upperCase = true,\n bytes = BytesHexFormat.Default,\n number = NumberHexFormat.Default,\n)\n }\n\n /**\n * Builds a new [HexFormat] by configuring its
format options using the specified [builderAction],\n * and returns the resulting format.\n *\n * The builder passed
as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an
unspecified behavior.\n */\n @ExperimentalStdlibApi\n @SinceKotlin("1.9")\n @InlineOnly\n public inline fun
HexFormat(builderAction: HexFormat.Builder.() -> Unit): HexFormat {\n return
HexFormat.Builder().apply(builderAction).build()\n }\n\n /**\n * Copyright 2010-2018 JetBrains s.r.o.
and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
that can be found in the license/LICENSE.txt file.\n */\n\n @file:kotlin.jvm.JvmMultifileClass\n @file:kotlin.jvm.JvmName("StringsKt")\n\n package
kotlin.text\n\n /**\n * Trims leading whitespace characters followed by [marginPrefix] from every line of a source
string and removes\n * the first and the last lines if they are blank (notice difference blank vs empty).\n *\n * Doesn't
affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.\n *\n * Doesn't preserve the
original line endings.\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is
`|` (pipe character).\n *\n * @sample samples.text.Strings.trimMargin\n * @see trimIndent\n * @see
kotlin.text.isWhitespace\n */\n @kotlin.internal.IntrinsicConstEvaluation\n public fun
String.trimMargin(marginPrefix: String = "|"): String =\n replaceIndentByMargin("|",
marginPrefix)\n\n /**\n * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with
[newIndent].\n *\n * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe
character).\n */\n public fun String.replaceIndentByMargin(newIndent: String = "|", marginPrefix: String = "|"):\n String {\n require(marginPrefix.isNotBlank()) { "marginPrefix must be non-blank string." }\n val lines =

```





```

‘ *^n public const val leftSingleQuote: Char = "\u2018"n /** The character ’ *^n public
const val rightSingleQuote: Char = "\u2019"n /** The character ‚ *^n public const val
lowSingleQuote: Char = "\u201A"n /** The character “ *^n public const val
leftDoubleQuote: Char = "\u201C"n /** The character ” *^n public const val rightDoubleQuote: Char
= "\u201D"n /** The character „ *^n public const val lowDoubleQuote: Char = "\u201E"n /** The
character † *^n public const val dagger: Char = "\u2020"n /** The character ‡ *^n public
const val doubleDagger: Char = "\u2021"n /** The character • *^n public const val bullet: Char =
"\u2022"n /** The character … *^n public const val ellipsis: Char = "\u2026"n /** The character
′ *^n public const val prime: Char = "\u2032"n /** The character ″ *^n public const val
doublePrime: Char = "\u2033"n /** The character € *^n public const val euro: Char = "\u20AC"n
/** The character ™ *^n public const val tm: Char = "\u2122"n /** The character ≈ *^n
public const val almostEqual: Char = "\u2248"n /** The character ≠
*^n public const val notEqual: Char = "\u2260"n /** The character ≤ *^n public const val
lessOrEqual: Char = "\u2264"n /** The character ≥ *^n public const val greaterOrEqual: Char =
"\u2265"n /** The character « *^n @Deprecated("This constant has a typo in the name. Use
leftGuillemet instead.", ReplaceWith("Typography.leftGuillemet"))n @DeprecatedSinceKotlin("1.6")n
public const val leftGuillemete: Char = "\u00AB"n /** The character » *^n @Deprecated("This
constant has a typo in the name. Use rightGuillemet instead.", ReplaceWith("Typography.rightGuillemet"))n
@DeprecatedSinceKotlin("1.6")n public const val rightGuillemete: Char = "\u00BB"n", /*^n * Copyright
2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.n *^n\npackage kotlin.text\nimport
kotlin.internal.InlineOnly\n\n//
----- format and parse UByteArray -----\n\n/**\n * Formats bytes in this array
using the specified [format].\n * \n * Note that only [HexFormat.upperCase] and [HexFormat.BytesHexFormat]
affect formatting.\n * \n * @param format the [HexFormat] to use for formatting, [HexFormat.Default] by default.\n
*\n * @throws IllegalArgumentException if the result length is more than [String] maximum capacity.\n
*\n * @ExperimentalStdlibApi\n * @SinceKotlin("1.9")\n * @ExperimentalUnsignedTypes\n * @InlineOnly\n * public inline
fun UByteArray.toHexString(format: HexFormat = HexFormat.Default): String =
storage.toHexString(format)\n\n/**\n * Formats bytes in this array using the specified [HexFormat].\n * \n * Note
that only [HexFormat.upperCase] and [HexFormat.BytesHexFormat] affect formatting.\n * \n * @param startIndex
the beginning (inclusive) of the subrange to format, 0 by default.\n * @param endIndex the end (exclusive) of the
subrange to
format, size of this array by default.\n * @param format the [HexFormat] to use for formatting,
[HexFormat.Default] by default.\n * \n * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is
out of range of this array indices.\n * @throws IllegalArgumentException when `startIndex > endIndex`.\n *
*\n * @throws IllegalArgumentException if the result length is more than [String] maximum capacity.\n
*\n * @ExperimentalStdlibApi\n * @SinceKotlin("1.9")\n * @ExperimentalUnsignedTypes\n * @InlineOnly\n * public inline
fun UByteArray.toHexString(\n startIndex: Int = 0,\n endIndex: Int = size,\n format: HexFormat =
HexFormat.Default\n): String = storage.toHexString(startIndex, endIndex, format)\n\n/**\n * Parses bytes from this
string using the specified [HexFormat].\n * \n * Note that only [HexFormat.BytesHexFormat] affects parsing,\n *
and parsing is performed in case-insensitive manner.\n * Also, any of the char sequences CRLF, LF and CR is
considered a valid line separator.\n * \n * @param
format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n * \n * @throws
IllegalArgumentException if this string does not comply with the specified [format].\n
*\n * @ExperimentalStdlibApi\n * @SinceKotlin("1.9")\n * @ExperimentalUnsignedTypes\n * @InlineOnly\n * public inline
fun String.hexToUByteArray(format: HexFormat = HexFormat.Default): UByteArray =\n
hexToByteArray(format).asUByteArray()\n\n/**\n * Parses bytes from this string using the specified
[HexFormat].\n * \n * Note that only [HexFormat.BytesHexFormat] affects parsing,\n * and parsing is

```

performed in case-insensitive manner.\n// \* Also, any of the char sequences CRLF, LF and CR is considered a valid line separator.\n// \* \n// \* @param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n// \* @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n// \* @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n//

\*\n// \* @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n// \* @throws IllegalArgumentException when `startIndex > endIndex`.\n// \* @throws IllegalArgumentException if the substring does not comply with the specified [format].\n//

```

*\n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @ExperimentalUnsignedTypes\n// @InlineOnly\n// public inline fun String.hexToByteArray(\n// startIndex: Int = 0,\n// endIndex: Int = length,\n// format: HexFormat = HexFormat.Default\n//): ByteArray = hexToByteArray(startIndex, endIndex, format).asByteArray()\n// -----
----- format and parse UByte -----
\n// **\n// * Formats this `UByte` value using the specified [format].\n// * \n// * Note that only [HexFormat.upperCase] and [HexFormat.NumberHexFormat] affect formatting.\n// * \n// * @param format the [HexFormat] to use for formatting, [HexFormat.Default] by default.\n// * \n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @InlineOnly\n// public inline fun UByte.toHexString(format: HexFormat = HexFormat.Default): String = data.toHexString(format)\n// **\n// * Parses an `UByte` value from this string using the specified [format].\n// * \n// * Note that only [HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed in case-insensitive manner.\n// * \n// * @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws IllegalArgumentException if this string does not comply with the specified [format].\n// * \n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @InlineOnly\n// public inline fun String.hexToUByte(format: HexFormat = HexFormat.Default): UByte = hexToByte(format).toUByte()\n// **\n// * Parses an `UByte` value from this string using the specified [format].\n// * \n// * Note that only [HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed in case-insensitive manner.\n// * \n// * @param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n// * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n// * @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n// * @throws IllegalArgumentException when `startIndex > endIndex`.\n// * @throws IllegalArgumentException if the substring does not comply with the specified [format].\n// * \n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @InlineOnly\n// public inline fun String.hexToUByte(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): UByte =\n// hexToByte(startIndex, endIndex, format).toUByte()\n// -----
----- format and parse UShort -----
\n// **\n// * Formats this `UShort` value using the specified [format].\n// * \n// * Note that only [HexFormat.upperCase] and [HexFormat.NumberHexFormat] affect formatting.\n// * \n// * @param format the [HexFormat] to use for formatting, [HexFormat.Default] by default.\n// * \n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @InlineOnly\n// public inline fun UShort.toHexString(format: HexFormat = HexFormat.Default): String = data.toHexString(format)\n// **\n// * Parses an `UShort` value from this string using the specified [format].\n// * \n// * Note that only [HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed in case-insensitive manner.\n// * \n// * @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws IllegalArgumentException if this string does not comply with the specified [format].\n// * \n// @ExperimentalStdlibApi\n// @SinceKotlin("1.9")\n// @InlineOnly\n// public inline fun String.hexToUShort(format: HexFormat = HexFormat.Default): UShort = hexToShort(format).toUShort()\n// **\n// * Parses an `UShort` value from this string using the specified [format].\n// * \n// * Note that only [HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed in case-insensitive manner.\n// * \n// * @param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n// * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n// * @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws IndexOutOfBoundsException when [startIndex] or [endIndex]

```

```

is out of range of this string indices.\n// * @throws IllegalArgumentException when `startIndex > endIndex`. \n// *
@throws IllegalArgumentException if the substring does not comply with the specified [format].\n//
*\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public inline fun
String.hexToUShort(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): UShort
=\n// hexToShort(startIndex, endIndex, format).toUShort()\n\n// ----- format and parse UInt -----
-----\n\n/**\n
* Formats this `UInt` value using the specified [format].\n * \n * Note that only [HexFormat.upperCase] and
[HexFormat.NumberHexFormat] affect formatting.\n * \n * @param format the [HexFormat] to use for formatting,
[HexFormat.Default] by default.\n *\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public
inline fun UInt.toHexString(format: HexFormat = HexFormat.Default): String = data.toHexString(format)\n\n/**\n
* Parses an `UInt` value from this string using the specified [format].\n * \n * Note that only
[HexFormat.NumberHexFormat] affects parsing,\n * and parsing is performed in case-insensitive manner.\n * \n *
@param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n * \n * @throws
IllegalArgumentException if this string does not comply with the specified [format].\n
*\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public inline fun String.hexToUInt(format:
HexFormat = HexFormat.Default): UInt = hexToInt(format).toUInt()\n\n/**\n
* Parses an `UInt` value from this string using the specified [format].\n// * \n// * Note that only
[HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed in case-insensitive manner.\n// * \n//
@param startIndex the beginning (inclusive) of the substring to parse, 0 by default.\n// * @param endIndex the
end (exclusive) of the substring to parse, length of this string by default.\n// * @param format the [HexFormat] to
use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws IndexOutOfBoundsException when
[startIndex] or [endIndex] is out of range of this string indices.\n// * @throws IllegalArgumentException when
`startIndex > endIndex`. \n// * @throws IllegalArgumentException if the substring does not comply with the
specified [format].\n// * \n// *\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public inline fun
String.hexToUInt(startIndex: Int = 0, endIndex: Int = length, format: HexFormat = HexFormat.Default): UInt
=\n// hexToInt(startIndex, endIndex, format).toUInt()\n\n// ----- format and parse ULong -----
-----\n\n/**\n
* Formats this `ULong` value using the specified [format].\n * \n * Note that only
[HexFormat.upperCase] and [HexFormat.NumberHexFormat] affect formatting.\n * \n * @param format the
[HexFormat] to use for formatting, [HexFormat.Default] by default.\n
*\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public inline fun ULong.toHexString(format:
HexFormat = HexFormat.Default): String = data.toHexString(format)\n\n/**\n
* Parses an `ULong` value from this
string using the specified [format].\n * \n * Note that only [HexFormat.NumberHexFormat] affects parsing,\n * and
parsing is performed in case-insensitive manner.\n * \n * @param format the [HexFormat] to use for parsing,
[HexFormat.Default] by default.\n * \n * @throws IllegalArgumentException if this string does not comply with the
specified [format].\n *\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public
inline fun String.hexToULong(format: HexFormat = HexFormat.Default): ULong =
hexToLong(format).toULong()\n\n/**\n
* Parses an `ULong` value from this string using the specified
[format].\n// * \n// * Note that only [HexFormat.NumberHexFormat] affects parsing,\n// * and parsing is performed
in case-insensitive manner.\n// * \n// * @param startIndex the beginning (inclusive) of the substring to parse, 0 by
default.\n// * @param endIndex the end (exclusive) of the substring to parse, length of this string by default.\n//
* \n// * @param format the [HexFormat] to use for parsing, [HexFormat.Default] by default.\n// * \n// * @throws
IndexOutOfBoundsException when [startIndex] or [endIndex] is out of range of this string indices.\n// * @throws
IllegalArgumentException when `startIndex > endIndex`. \n// * @throws IllegalArgumentException if the substring
does not comply with the specified [format].\n//
*\n//@ExperimentalStdlibApi\n//@SinceKotlin("1.9")\n//@InlineOnly\n//public
inline fun String.hexToULong(startIndex: Int = 0, endIndex: Int = length, format: HexFormat =
HexFormat.Default): ULong =\n// hexToLong(startIndex, endIndex, format).toULong()\n\n/**\n
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```

by the Apache 2.0 license that can be found in the license/LICENSE.txt file.

```

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * An element of the collection at the particular index can be `null` if the corresponding group in the regular expression is optional and there was no match captured by that group.
 */
public interface MatchGroupCollection : Collection<MatchGroup?> {
 /** Returns a group with the specified [index].
 * @return An instance of [MatchGroup] if the group with the specified [index] was matched or `null` otherwise.
 */
 MatchGroup? get(index: Int): MatchGroup?
}

/** Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 * @since Kotlin("1.1")
 */
public interface MatchNamedGroupCollection : MatchGroupCollection {
 /** Returns a named group with the specified [name].
 * @return An instance of [MatchGroup] if the group with the specified [name] was matched or `null` otherwise.
 * @throws IllegalArgumentException if there is no group with the specified [name] defined in the regex pattern.
 * @throws UnsupportedOperationException if this match group collection doesn't support getting match groups by name, for example, when it's not supported by the current platform.
 */
 MatchGroup? get(name: String): MatchGroup?
}

/** Represents the results from a single regular expression match.
 */
public interface MatchResult {
 /** The range of indices in the original string where match was captured.
 */
 public val range: IntRange
 /** The substring from the input string captured by this match.
 */
 public val value: String
}

/** A collection of groups matched by the regular expression.
 * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * A list of matched indexed group values.
 * This list has size of `groupCount + 1` where `groupCount` is the count of groups in the regular expression.
 * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to the entire match.
 * If the group in the regular expression is optional and there were no match captured by that group, corresponding item in [groupValues] is an empty string.
 */
@sample
samples.text.Regexps.matchDestructuringToGroupValues
public val groupValues: List<String>

/** An instance of [MatchResult.Destructured] wrapper providing components for destructuring assignment of group values.
 * component1 corresponds to the value of the first group, component2 of the second, and so on.
 */
@sample samples.text.Regexps.matchDestructuringToGroupValues
public val destructured: Destructured get() = Destructured(this)

/** Returns a new [MatchResult] with the results for the next match, starting at the position at which the last match ended (at the character after the last matched character).
 */
public fun next(): MatchResult

/** Provides components for destructuring assignment of group values.
 * [component1] corresponds to the value of the first group, [component2] of the second, and so on.
 * If the group in the regular expression is optional and there were no match captured by that group, corresponding component value is an empty string.
 */
@sample
samples.text.Regexps.matchDestructuringToGroupValues
public class Destructured internal constructor(public val match: MatchResult) {
 @kotlin.internal.InlineOnly
 public operator inline fun component1(): String = match.groupValues[1]
 @kotlin.internal.InlineOnly
 public operator inline fun component2(): String = match.groupValues[2]
 @kotlin.internal.InlineOnly
 public operator inline fun component3(): String = match.groupValues[3]
 @kotlin.internal.InlineOnly
 public operator inline fun component4(): String = match.groupValues[4]
 @kotlin.internal.InlineOnly
 public operator inline fun component5(): String = match.groupValues[5]
 @kotlin.internal.InlineOnly
 public operator inline fun component6(): String = match.groupValues[6]
 @kotlin.internal.InlineOnly
 public operator inline fun component7(): String = match.groupValues[7]
}

```

```

inline fun component8(): String = match.groupValues[8]\n @kotlin.internal.InlineOnly\n public operator
inline fun component9(): String = match.groupValues[9]\n @kotlin.internal.InlineOnly\n public operator
inline fun component10(): String = match.groupValues[10]\n\n /*\n * Returns destructured group values
as a list of strings.\n * First value in
the returned list corresponds to the value of the first group, and so on.\n *\n * @sample
samples.text.Regexps.matchDestructuringToGroupValues\n */\n public fun toList(): List<String> =
match.groupValues.subList(1, match.groupValues.size)\n }\n}", /*\n * Copyright 2010-2021 JetBrains s.r.o. and
Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that
can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass()\n@file:kotlin.jvm.JvmName("DurationUnitKt")\n\npackage
kotlin.time\n\n/**\n * The list of possible time measurement units, in which a duration can be expressed.\n *\n * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
[HOURLS].\n */\n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalTime::class)\npublic expect enum class
DurationUnit {\n /*\n * Time unit representing one nanosecond, which is 1/1000
of a microsecond.\n */\n NANOSECONDS,\n /*\n * Time unit representing one microsecond, which is
1/1000 of a millisecond.\n */\n MICROSECONDS,\n /*\n * Time unit representing one millisecond,
which is 1/1000 of a second.\n */\n MILLISECONDS,\n /*\n * Time unit representing one second.\n */\n SECONDS,\n /*\n * Time unit representing one minute.\n */\n MINUTES,\n /*\n * Time unit
representing one hour.\n */\n HOURS,\n /*\n * Time unit representing one day, which is always equal to
24 hours.\n */\n DAYS;\n}\n\n/** Converts the given time duration [value] expressed in the specified
[sourceUnit] into the specified [targetUnit].\n */\n\n@SinceKotlin("1.3")\ninternal expect fun
convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double\n\n// overflown
result is unspecified\n\n@SinceKotlin("1.5")\ninternal expect fun convertDurationUnitOverflow(value: Long,
sourceUnit:
DurationUnit, targetUnit: DurationUnit): Long\n\n// overflown result is coerced in the Long range
boundaries\n\n@SinceKotlin("1.5")\ninternal expect fun convertDurationUnit(value: Long, sourceUnit:
DurationUnit, targetUnit: DurationUnit):
Long\n\n\n@SinceKotlin("1.3")\n@Suppress("REDUNDANT_ELSE_IN_WHEN")\ninternal fun
DurationUnit.shortName(): String = when (this) {\n DurationUnit.NANOSECONDS -> "ns"\n
DurationUnit.MICROSECONDS -> "us"\n DurationUnit.MILLISECONDS -> "ms"\n
DurationUnit.SECONDS -> "s"\n DurationUnit.MINUTES -> "m"\n DurationUnit.HOURS -> "h"\n
DurationUnit.DAYS -> "d"\n else -> error("Unknown unit: $this")\n}\n\n@SinceKotlin("1.5")\ninternal fun
durationUnitByShortName(shortName: String): DurationUnit = when (shortName) {\n "ns" ->
DurationUnit.NANOSECONDS\n "us" -> DurationUnit.MICROSECONDS\n "ms" ->
DurationUnit.MILLISECONDS\n "s" -> DurationUnit.SECONDS\n "m" -> DurationUnit.MINUTES\n
"h" -> DurationUnit.HOURS\n "d" -> DurationUnit.DAYS\n else -> throw IllegalArgumentException("Unknown
duration unit short name: $shortName")\n}\n\n@SinceKotlin("1.5")\ninternal fun
durationUnitByIsoChar(isoChar: Char, isTimeComponent: Boolean): DurationUnit =\n when {\n
!isTimeComponent -> {\n when (isoChar) {\n 'D' -> DurationUnit.DAYS\n else -> throw
IllegalArgumentException("Invalid or unsupported duration ISO non-time unit: $isoChar")\n }\n }\n
else -> {\n when (isoChar) {\n 'H' -> DurationUnit.HOURS\n 'M' ->
DurationUnit.MINUTES\n 'S' -> DurationUnit.SECONDS\n else -> throw
IllegalArgumentException("Invalid duration ISO time unit: $isoChar")\n }\n }\n }, /*\n * Copyright
2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport
kotlin.annotation.AnnotationTarget.\n\n/**\n * This annotation marks the experimental preview of the standard

```

```

library API for measuring time and working with durations.\n *\n * > Note that this API is in a preview state and has
a very high chance of being changed in the future.\n * Do not use it if you develop a library since your library will
become binary incompatible\n * with the future versions of the standard library.\n *\n * Any usage of a declaration
annotated with `@ExperimentalTime` must be accepted either by\n * annotating that usage with the [OptIn]
annotation, e.g. `@OptIn(ExperimentalTime::class)`,\n * or by using the compiler argument `-opt-
in=kotlin.time.ExperimentalTime`. \n *\n @RequiresOptIn(level =
RequiresOptIn.Level.ERROR)\n @MustBeDocumented\n @Retention(AnnotationRetention.BINARY)\n @Target(\n
CLASS,\n ANNOTATION_CLASS,\n PROPERTY,\n FIELD,\n LOCAL_VARIABLE,\n
VALUE_PARAMETER,\n CONSTRUCTOR,\n FUNCTION,\n PROPERTY_GETTER,\n
PROPERTY_SETTER,\n TYPEALIAS)\n @SinceKotlin("1.3")\n public annotation class
ExperimentalTime\n", /*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n package kotlin.time\n\n import kotlin.jvm.JvmInline\n\n /**\n * A source of time
for measuring time intervals.\n *\n * The only operation provided by the time source is [markNow]. It returns a
[TimeMark], which can be used to query the elapsed time later.\n *\n * @see [measureTime]\n * @see
[measureTimedValue]\n */\n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalTime::class)\n public
interface TimeSource {\n\n /**\n * Marks a point in time on this time source.\n *\n * The returned
[TimeMark] instance encapsulates the captured time point and allows querying\n * the duration
of time interval [elapsed][TimeMark.elapsedNow] from that point.\n *\n * public fun markNow():
TimeMark\n\n /**\n * A [TimeSource] that returns [time marks][ComparableTimeMark] that can be compared
for difference with each other.\n *\n * @SinceKotlin("1.9")\n *\n * @WasExperimental(ExperimentalTime::class)\n * public interface WithComparableMarks : TimeSource {\n\n override fun markNow(): ComparableTimeMark\n }\n\n /**\n * The most precise time source available in the
platform.\n *\n * This time source returns its readings from a source of monotonic time when it is available in a
target platform,\n * and resorts to a non-monotonic time source otherwise.\n *\n * The function [markNow]
of this time source returns the specialized [ValueTimeMark] that is an inline value class\n * wrapping a platform-
dependent time reading value.\n *\n * public object Monotonic : TimeSource.WithComparableMarks {\n\n override fun markNow():
ValueTimeMark = MonotonicTimeSource.markNow()\n\n override fun toString(): String =
MonotonicTimeSource.toString()\n\n /**\n * A specialized [kotlin.time.TimeMark] returned by
[TimeSource.Monotonic] time source.\n *\n * This time mark is implemented as an inline value class
wrapping a platform-dependent\n * time reading value of the default monotonic time source, thus allowing to
avoid additional boxing\n * of that value.\n *\n * The operations [plus] and [minus] are also
specialized to return [ValueTimeMark] type.\n *\n * This time mark implements [ComparableTimeMark]
and therefore is comparable with other time marks\n * obtained from the same [TimeSource.Monotonic] time
source.\n *\n * @SinceKotlin("1.9")\n * @WasExperimental(ExperimentalTime::class)\n * @JvmInline\n * public value class ValueTimeMark internal constructor(internal val reading:
ValueTimeMarkReading)\n\n * : ComparableTimeMark {\n\n override fun elapsedNow(): Duration =
MonotonicTimeSource.elapsedFrom(this)\n\n override fun plus(duration: Duration): ValueTimeMark =
MonotonicTimeSource.adjustReading(this, duration)\n\n override fun minus(duration: Duration):
ValueTimeMark = MonotonicTimeSource.adjustReading(this, -duration)\n\n override fun hasPassedNow():
Boolean = !elapsedNow().isNegative()\n\n override fun hasNotPassedNow(): Boolean =
elapsedNow().isNegative()\n\n override fun minus(other: ComparableTimeMark): Duration {\n\n if
(other !is ValueTimeMark)\n throw IllegalArgumentException("Subtracting or comparing time marks
from different time sources is not possible: $this and $other")\n\n return this.minus(other)\n }\n\n /**\n * Returns the duration elapsed between the [other] time mark obtained from the same
[TimeSource.Monotonic] time source

```

and `this` time mark.  
 \* The returned duration can be infinite if the time marks are far away from each other and  
 \* the result doesn't fit into [Duration] type, or if one time mark is infinitely distant, or if both `this` and [other] time marks lie infinitely distant on the opposite sides of the time scale.  
 \* Two infinitely distant time marks on the same side of the time scale are considered equal and  
 \* the duration between them is [Duration.ZERO].  
 public operator fun minus(other: ValueTimeMark): Duration = MonotonicTimeSource.differenceBetween(this, other)  
 /\*\*  
 \* Compares this time mark with the [other] time mark for order.  
 \* - Returns zero if this time mark represents the same moment of time as the [other] time mark.  
 \* - Returns a negative number if this time mark is earlier than the [other] time mark.  
 \* - Returns a positive number if this time mark is later than the [other] time mark.  
 public operator fun compareTo(other: ValueTimeMark): Int = (this - other).compareTo(Duration.ZERO)  
 }  
 }  
 public companion object {  
 }  
 /\*\* A platform-specific reading type that is wrapped by [TimeSource.Monotonic.ValueTimeMark] inline class.  
 \* Represents a time point notched on a particular [TimeSource]. Remains bound to the time source it was taken from and allows querying for the duration of time elapsed from that point (see the function [elapsedNow]).  
 @SinceKotlin("1.9")  
 @WasExperimental(ExperimentalTime::class)  
 public interface TimeMark {  
 /\*\*  
 \* Returns the amount of time passed from this mark measured with the time source from which this mark was taken.  
 \* Note that the value returned by this function can change on subsequent invocations.  
 \* @throws IllegalArgumentException an implementation may throw if calculating the elapsed time involves adding a positive infinite duration to an infinitely distant past time mark or a negative infinite duration to an infinitely distant future time mark.  
 public abstract fun elapsedNow(): Duration  
 /\*\*  
 \* Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].  
 \* The returned time mark is more `_late_` when the [duration] is positive, and more `_early_` when the [duration] is negative.  
 \* If the time mark is adjusted too far in the past or in the future, it may saturate to an infinitely distant time mark.  
 \* In that case, [elapsedNow] will return an infinite duration elapsed from such infinitely distant mark.  
 \* @throws IllegalArgumentException an implementation may throw if a positive infinite duration is added to an infinitely distant past time mark or a negative infinite duration is added to an infinitely distant future time mark.  
 public operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)  
 /\*\*  
 \* Returns a time mark on the same time source that is behind this time mark by the specified [duration].  
 \* The returned time mark is more `_early_` when the [duration] is positive, and more `_late_` when the [duration] is negative.  
 \* If the time mark is adjusted too far in the past or in the future, it may saturate to an infinitely distant time mark.  
 \* In that case, [elapsedNow] will return an infinite duration elapsed from such infinitely distant mark.  
 \* @throws IllegalArgumentException an implementation may throw if a positive infinite duration is subtracted from an infinitely distant future time mark or a negative infinite duration is subtracted from an infinitely distant past time mark.  
 public open operator fun minus(duration: Duration): TimeMark = plus(-duration)  
 /\*\*  
 \* Returns true if this time mark has passed according to the time source from which this mark was taken.  
 \* Note that the value returned by this function can change on subsequent invocations.  
 \* If the time source is monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point of the time source.  
 public fun hasPassedNow(): Boolean = !elapsedNow().isNegative()  
 /\*\*  
 \* Returns false if this time mark has not passed according to the time source from which this mark was taken.  
 \* Note that the value returned by this function can change on subsequent invocations.  
 \* If the time source is monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point of the time source.  
 public fun hasNotPassedNow(): Boolean = elapsedNow().isNegative()  
 }  
 /\*\* A [TimeMark] that can be compared for difference with other time marks obtained from the same [TimeSource.WithComparableMarks] time



```

source.\n *\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalTime::class)\npublic interface
ComparableTimeMark : TimeMark, Comparable<ComparableTimeMark> {\n public abstract override operator
fun plus(duration: Duration): ComparableTimeMark\n public open override operator fun minus(duration:
Duration): ComparableTimeMark = plus(-duration)\n\n /**\n * Returns the duration elapsed between the [other]
time mark and `this` time mark.\n *\n * The returned duration can be infinite if the time marks are far away
from each other and\n *\n * the result doesn't fit into [Duration] type,\n *\n * or if one time mark is infinitely distant, or
if both `this` and [other] time marks\n *\n * lie infinitely distant on the opposite sides of the time scale.\n *\n
*\n * Two infinitely distant time marks on the same side of the time scale are considered equal and\n *\n * the
duration between them is [Duration.ZERO].\n *\n *\n * Note that the other time mark must be obtained from the
same time source as this one.\n *\n *\n * @throws IllegalArgumentException if time marks were obtained from
different time sources.\n *\n *\n public operator fun minus(other: ComparableTimeMark): Duration\n\n /**\n *\n *
Compares this time mark with the [other] time mark for order.\n *\n *\n * - Returns zero if this time mark
represents *the same moment* of time as the [other] time mark.\n *\n * - Returns a negative number if this time mark
is *earlier* than the [other] time mark.\n *\n * - Returns a positive number if this time mark is *later* than the [other]
time mark.\n *\n *\n * Note that the other time mark must be obtained from the same time source as this one.\n
*\n *\n * @throws IllegalArgumentException if time marks were obtained from
different time sources.\n *\n *\n public override operator fun compareTo(other: ComparableTimeMark): Int =\n
(this - other).compareTo(Duration.ZERO)\n\n /**\n *\n * Returns `true` if two time marks from the same time
source represent the same moment of time, and `false` otherwise,\n *\n * including the situation when the time marks
were obtained from different time sources.\n *\n *\n override fun equals(other: Any?): Boolean\n override fun
hashCode(): Int\n}\n\nprivate class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) :
TimeMark {\n override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment\n\n override fun
plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)\n}\n\n",/>\n * Copyright
2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\npackage kotlin.time\nimport
kotlin.math.sign\n\n@SinceKotlin("1.3")\ninternal expect object MonotonicTimeSource :
TimeSource.WithComparableMarks {\n override fun markNow(): TimeSource.Monotonic.ValueTimeMark\n
fun elapsedFrom(timeMark: TimeSource.Monotonic.ValueTimeMark): Duration\n fun differenceBetween(one:
TimeSource.Monotonic.ValueTimeMark, another: TimeSource.Monotonic.ValueTimeMark): Duration\n fun
adjustReading(timeMark: TimeSource.Monotonic.ValueTimeMark, duration: Duration):
TimeSource.Monotonic.ValueTimeMark\n}\n\n/**\n * An abstract class used to implement time sources that return
their readings as [Long] values in the specified [unit].\n *\n * Time marks returned by this time source can be
compared for difference with other time marks\n *\n * obtained from the same time source.\n *\n * @property unit The
unit in which this time source's readings are expressed.\n
*\n *\n *\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalTime::class)\npublic abstract class
AbstractLongTimeSource(protected
val unit: DurationUnit) : TimeSource.WithComparableMarks {\n /**\n *\n * This protected method should be
overridden to return the current reading of the time source expressed as a [Long] number\n *\n * in the unit specified
by the [unit] property.\n *\n *\n * Note that the value returned by this method when [markNow] is called the first
time is used as `zero` reading\n *\n * and the difference from this `zero` reading is calculated for subsequent
values.\n *\n * Therefore, it's not recommended to return values farther than `Long.MAX_VALUE` from the
first returned reading\n *\n * as this will cause this time source flip over future/past boundary for the returned time
marks.\n *\n *\n protected abstract fun read(): Long\n\n private val zero by lazy { read() }\n private fun
adjustedRead(): Long = read() - zero\n\n private class LongTimeMark(private val startedAt: Long, private val
timeSource: AbstractLongTimeSource, private val offset: Duration) : ComparableTimeMark
{\n override fun elapsedNow(): Duration =\n saturatingOriginsDiff(timeSource.adjustedRead(),
startedAt, timeSource.unit) - offset\n\n override fun plus(duration: Duration): ComparableTimeMark {\n
val unit = timeSource.unit\n if (duration.isInfinite()) {\n val newValue = saturatingAdd(startedAt,

```

```

unit, duration)\n return LongTimeMark(newValue, timeSource, Duration.ZERO)\n }\n val
durationInUnit = duration.truncateTo(unit)\n val rest = (duration - durationInUnit) + offset\n var sum
= saturatingAdd(startedAt, unit, durationInUnit)\n val restInUnit = rest.truncateTo(unit)\n sum =
saturatingAdd(sum, unit, restInUnit)\n var restUnderUnit = rest - restInUnit\n val restUnderUnitNs =
restUnderUnit.inWholeNanoseconds\n if (sum != 0L && restUnderUnitNs != 0L && (sum xor
restUnderUnitNs) < 0L) {\n
 // normalize offset to be the same sign as new startedAt\n val correction =
restUnderUnitNs.sign.toDuration(unit)\n sum = saturatingAdd(sum, unit, correction)\n
restUnderUnit -= correction\n }\n val newValue = sum\n val newOffset = if
(newValue.isSaturated()) Duration.ZERO else restUnderUnit\n return LongTimeMark(newValue,
timeSource, newOffset)\n }\n override fun minus(other: ComparableTimeMark): Duration {\n if
(other !is LongTimeMark || this.timeSource != other.timeSource)\n throw
IllegalArgumentException("Subtracting or comparing time marks from different time sources is not possible: $this
and $other")\n val startedAtDiff = saturatingOriginsDiff(this.startedAt, other.startedAt, timeSource.unit)\n
return startedAtDiff + (offset - other.offset)\n }\n override fun equals(other: Any?): Boolean =\n other
is LongTimeMark && this.timeSource == other.timeSource && (this - other) == Duration.ZERO\n override
fun hashCode(): Int = offset.hashCode() * 37 + startedAt.hashCode()\n override fun toString(): String =
"\nLongTimeMark($startedAt${timeSource.unit.shortName()} + $offset, $timeSource)\n"\n }\n override fun
markNow(): ComparableTimeMark = LongTimeMark(adjustedRead(), this, Duration.ZERO)\n}\n\n/**\n * An
abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].\n
*\n * @property unit The unit in which this time source's readings are expressed.\n
*\n * @Since Kotlin("1.3")\n * @ExperimentalTime\n * @Deprecated("Using AbstractDoubleTimeSource is no longer
recommended, use AbstractLongTimeSource instead.")\n */\npublic abstract class
AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource.WithComparableMarks {\n /**\n *
This protected method should be overridden to return the current reading of
the time source expressed as a [Double] number\n * in the unit specified by the [unit] property.\n */\n
protected abstract fun read(): Double\n\n @Suppress("DEPRECATION")\n private class
DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val
offset: Duration) : ComparableTimeMark {\n override fun elapsedNow(): Duration = (timeSource.read() -
startedAt).toDuration(timeSource.unit) - offset\n override fun plus(duration: Duration): ComparableTimeMark
= DoubleTimeMark(startedAt, timeSource, offset + duration)\n\n override fun minus(other:
ComparableTimeMark): Duration {\n if (other !is DoubleTimeMark || this.timeSource != other.timeSource)\n
throw IllegalArgumentException("Subtracting or comparing time marks from different time sources is not
possible: $this and $other")\n if (this.offset == other.offset && this.offset.isInfinite()) return
Duration.ZERO\n
 val offsetDiff = this.offset - other.offset\n val startedAtDiff = (this.startedAt -
other.startedAt).toDuration(timeSource.unit)\n return if (startedAtDiff == -offsetDiff) Duration.ZERO else
startedAtDiff + offsetDiff\n }\n\n override fun equals(other: Any?): Boolean {\n return other is
DoubleTimeMark && this.timeSource == other.timeSource && (this - other) == Duration.ZERO\n }\n\n
override fun hashCode(): Int {\n return (startedAt.toDuration(timeSource.unit) + offset).hashCode()\n
}\n\n override fun toString(): String = "\nDoubleTimeMark($startedAt${timeSource.unit.shortName()} + $offset,
$timeSource)\n"\n }\n\n override fun markNow(): ComparableTimeMark = DoubleTimeMark(read(), this,
Duration.ZERO)\n}\n\n/**\n * A time source that has programmatically updatable readings. It is useful as a
predictable source of time in tests.\n * The current reading value can be advanced by the specified
duration amount with the operator [plusAssign]:\n * \n * val timeSource = TestTimeSource()\n * timeSource
+= 10.seconds\n * \n * Time marks returned by this time source can be compared for difference with other
time marks\n * obtained from the same time source.\n * Implementation note: the current reading value is stored

```

as a [Long] number of nanoseconds,\n \* thus it's capable to represent a time range of approximately \u00b1292 years.\n \* Should the reading value overflow as the result of [plusAssign] operation, an [IllegalStateException] is thrown.\n \* \n @SinceKotlin("1.9")\n @WasExperimental(ExperimentalTime::class)\n public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {\n private var reading: Long = 0L\n\n init {\n markNow() // fix zero reading in the super time source\n }\n\n override fun read(): Long = reading\n\n /\*\*\n \* Advances the current reading value of this time source by the specified [duration].\n \*\n \* [duration] value is rounded down towards zero when converting it to a [Long] number of nanoseconds.\n \* For example, if the duration being added is `0.6.nanoseconds`, the reading doesn't advance because\n \* the duration value is rounded to zero nanoseconds.\n \*\n \* @throws IllegalStateException when the reading value overflows as the result of this operation.\n \* \n public operator fun plusAssign(duration: Duration) {\n val longDelta = duration.toLong(unit)\n if (!longDelta.isSaturated()) {\n // when delta fits in long, add it as long\n val newReading = reading + longDelta\n if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duration)\n reading = newReading\n } else {\n val half = duration / 2\n if (!half.toLong(unit).isSaturated()) {\n val readingBefore = reading\n try {\n plusAssign(half)\n\n plusAssign(duration - half)\n } catch (e: IllegalStateException) {\n reading = readingBefore\n throw e\n }\n } else {\n overflow(duration)\n }\n }\n }\n\n private fun overflow(duration: Duration) {\n throw IllegalStateException("TestTimeSource will overflow if its reading \${reading}\${unit.shortName()} is advanced by \$duration.")\n }\n\n /\*\*\n \* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n \* Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n \*\n @file:kotlin.jvm.JvmName("LazyKt")\n @file:kotlin.jvm.JvmMultifileClass\n\n package kotlin\n\n import kotlin.reflect.KProperty\n\n /\*\*\n \* Represents a value with lazy initialization.\n \*\n \* To create an instance of [Lazy] use the [lazy] function.\n \*\n public interface Lazy<out T> {\n\n /\*\*\n \* Gets the lazily initialized value of the current Lazy instance.\n \* Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.\n \*\n public val value: T\n\n /\*\*\n \* Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.\n \* Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.\n \*\n public fun isInitialized(): Boolean\n\n /\*\*\n \* Creates a new instance of the [Lazy] that is already initialized with the specified [value].\n \*\n public fun <T> lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)\n\n /\*\*\n \* An extension to delegate a read-only property of type [T] to an instance of [Lazy].\n \*\n \* This extension allows to use instances of Lazy for property delegation:\n \* `val property: String by lazy { initializer }`\n \*\n @kotlin.internal.InlineOnly\n public inline operator fun <T> Lazy<T>.getValue(thisRef: Any?, property: KProperty<\*>): T = value\n\n /\*\*\n \* Specifies how a [Lazy] instance synchronizes initialization among multiple threads.\n \*\n public enum class LazyThreadSafetyMode {\n\n /\*\*\n \* Locks are used to ensure that only a single thread can initialize the [Lazy] instance.\n \*\n SYNCHRONIZED,\n\n /\*\*\n \* Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value,\n \* but only the first returned value will be used as the value of [Lazy] instance.\n \*\n PUBLICATION,\n\n /\*\*\n \* No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined.\n \*\n \* This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.\n \*\n NONE,\n\n\n internal object UNINITIALIZED\_VALUE\n\n // internal to be called from lazy in JS\n internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {\n private var initializer: (() -> T)? = initializer\n private var \_value: Any? = UNINITIALIZED\_VALUE\n\n override val value: T\n get() {\n if (\_value === UNINITIALIZED\_VALUE) {\n \_value = initializer!!()\n initializer = null\n }\n\n @Suppress("UNCHECKED\_CAST")\n return \_value as T\n }\n\n override fun isInitialized(): Boolean = \_value !== UNINITIALIZED\_VALUE\n\n override fun toString(): String = if (isInitialized()) value.toString() else "Lazy value not initialized yet."}\n\n private fun writeReplace(): Any =

```

InitializedLazyImpl(value)\n\ninternal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>,
Serializable {\n\n override fun isInitialized(): Boolean = true\n\n override fun toString(): String =
value.toString()\n\n}\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\npackage kotlin.time\n\nimport kotlin.time.Duration.Companion.milliseconds\n\n//
Long time reading saturation math, shared between JVM and Native\n\ninternal fun saturatingAdd(value: Long,
unit: DurationUnit, duration: Duration): Long {\n val durationInUnit = duration.toLong(unit)\n if
(value.isSaturated()) { // the reading is infinitely saturated\n return checkInfiniteSumDefined(value, duration,
durationInUnit)\n }\n if (durationInUnit.isSaturated()) { // duration doesn't fit in Long units\n return
saturatingAddInHalves(value, unit, duration)\n }\n val result = value + durationInUnit\n if (((value xor
result) and (durationInUnit xor result)) < 0) {\n return if (value < 0) Long.MIN_VALUE else
Long.MAX_VALUE\n }\n return result\n}\n\nprivate fun checkInfiniteSumDefined(value: Long, duration:
Duration,
durationInUnit: Long): Long {\n if (duration.isInfinite() && (value xor durationInUnit < 0)) throw
IllegalArgumentException("Summing infinities of different signs")\n return value\n}\n\nprivate fun
saturatingAddInHalves(value: Long, unit: DurationUnit, duration: Duration): Long {\n val half = duration / 2\n
val halfInUnit = half.toLong(unit)\n if (halfInUnit.isSaturated()) {\n return halfInUnit // value + inf == inf,
return saturated value\n } else {\n return saturatingAdd(saturatingAdd(value, unit, half), unit, duration -
half)\n }\n}\n\nprivate fun infinityOfSign(value: Long): Duration = if (value < 0) Duration.NEG_INFINITE else
Duration.INFINITE\n\ninternal fun saturatingDiff(valueNs: Long, origin: Long, unit: DurationUnit): Duration {\n
if (origin.isSaturated()) { // MIN_VALUE or MAX_VALUE\n return -infinityOfSign(origin)\n }\n return
saturatingFiniteDiff(valueNs, origin, unit)\n}\n\ninternal fun saturatingOriginsDiff(origin1:
Long, origin2: Long, unit: DurationUnit): Duration {\n if (origin2.isSaturated()) {\n if (origin1 == origin2)
return Duration.ZERO // saturated values of the same sign are considered equal\n return -
infinityOfSign(origin2)\n }\n if (origin1.isSaturated()) {\n return infinityOfSign(origin1)\n }\n return
saturatingFiniteDiff(origin1, origin2, unit)\n}\n\nprivate fun saturatingFiniteDiff(value1: Long, value2: Long, unit:
DurationUnit): Duration {\n val result = value1 - value2\n if ((result xor value1) and (result xor value2).inv() <
0) { // Long overflow\n if (unit < DurationUnit.MILLISECONDS) {\n val unitsInMilli =
convertDurationUnit(1, DurationUnit.MILLISECONDS, unit)\n val resultMs = value1 / unitsInMilli - value2
/ unitsInMilli\n val resultUnit = value1 % unitsInMilli - value2 % unitsInMilli\n return
resultMs.milliseconds + resultUnit.toDuration(unit)\n } else {\n return
-infinityOfSign(result)\n }\n }\n return
result.toDuration(unit)\n}\n\n@Suppress("NOTHING_TO_INLINE")\n\ninternal inline fun Long.isSaturated():
Boolean =\n (this - 1) or 1 == Long.MAX_VALUE // == either MAX_VALUE or MIN_VALUE\n", "/*\n *
Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is
governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\npackage
kotlin.time\n\nimport kotlin.contracts.*\n\n/**\n * Executes the given function [block] and returns the duration of
elapsed time interval.\n * The elapsed time is measured with [TimeSource.Monotonic].\n */\n\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalTime::class)\n\npublic inline fun measureTime(block:
() -> Unit): Duration {\n contract {\n callsInPlace(block, InvocationKind.EXACTLY_ONCE)\n }\n return
TimeSource.Monotonic.measureTime(block)\n}\n\n/**\n * Executes the given function [block] and
returns the duration of elapsed time interval.\n * The elapsed time is measured with the specified `this`
[TimeSource] instance.\n */\n\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalTime::class)\n\npublic inline
fun TimeSource.measureTime(block: () -> Unit): Duration {\n contract {\n callsInPlace(block,
InvocationKind.EXACTLY_ONCE)\n }\n val mark = markNow()\n block()\n return
mark.elapsedNow()\n}\n\n/**\n * Executes the given function [block] and returns the duration of elapsed time
interval.\n * The elapsed time is measured with the specified `this` [TimeSource.Monotonic] instance.\n */\n\n@SinceKotlin("1.9")\n@WasExperimental(ExperimentalTime::class)\n\npublic inline fun

```





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different function -- create a trampoline to restore function ref\n this.function = function\n
this.cont = crossFunctionCompletion(currentFunction, cont as Continuation<Any?>)\n } else {\n //
calling the same function -- direct\n this.cont = cont as Continuation<Any?>\n }\n this.value
= value\n }\n COROUTINE_SUSPENDED\n }\n\n private fun crossFunctionCompletion(\n
currentFunction: DeepRecursiveFunctionBlock,\n cont: Continuation<Any?>\n): Continuation<Any?> =
Continuation(EmptyCoroutineContext) {\n this.function = currentFunction\n // When going back from a
trampoline we cannot just call cont.resume (stack
usage!)\n // We delegate the cont.resumeWith(it) call to runCallLoop\n this.cont = cont\n this.result =
it\n }\n\n @Suppress(\"UNCHECKED_CAST\")\n fun runCallLoop(): R {\n while (true) {\n //
Note: cont is set to null in DeepRecursiveScopeImpl.resumeWith when the whole computation completes\n
val result = this.result\n val cont = this.cont\n ?: return (result as Result<R>).getOrNull() // done -
- final result\n // The order of comparison is important here for that case of rogue class with broken equals\n
if (UNDEFINED_RESULT == result) {\n // call \"function\" with \"value\" using \"cont\" as
completion\n val r = try {\n // This is block.startCoroutine(this, value, cont)\n
function.startCoroutineUninterceptedOrReturn(this, value, cont)\n } catch (e: Throwable) {\n
cont.resumeWithException(e)\n
 continue\n }\n // If the function returns without suspension -- calls its continuation
immediately\n if (r != COROUTINE_SUSPENDED)\n cont.resume(r as R)\n } else
{\n // we returned from a crossFunctionCompletion trampoline -- call resume here\n this.result =
UNDEFINED_RESULT // reset result back\n cont.resumeWith(result)\n }\n }\n }\n }\"/>\n
* Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code
is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n */\n\n// Auto-generated
file. DO NOT
EDIT!\n\n@file:kotlin.jvm.JvmName(\"NumbersKt\")\n@file:kotlin.jvm.JvmMultifileClass\npackage
kotlin\n\nimport kotlin.math.sign\n\n/** Divides this value by the other value, flooring the result to an integer that is
closer to negative
infinity.
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/**\n * Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder
of flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/**\n * Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.floorDiv(other: Int): Int = \n this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring
division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the same sign as
the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n\n@SinceKotlin(\"1.5\")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic
inline fun Byte.mod(other: Int): Int = \n this.toInt().mod(other)\n\n/**\n * Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.

```

```

*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Byte.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/** Divides this value by the other value,
flooring the result to an integer that is closer to negative
infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.floorDiv(other: Byte): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.mod(other: Byte): Byte = \n this.toInt().mod(other.toInt()).toByte()\n\n/** Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.floorDiv(other: Short): Int = \n this.toInt().floorDiv(other.toInt())\n\n/**\n * Calculates the
remainder of flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero
or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.mod(other: Short): Short = \n this.toInt().mod(other.toInt()).toShort()\n\n/** Divides this value by the
other value, flooring the result to an integer that is closer to negative infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.floorDiv(other: Int): Int = \n this.toInt().floorDiv(other)\n\n/**\n * Calculates the remainder of flooring
division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the same sign as
the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic
inline fun Short.mod(other: Int): Int = \n this.toInt().mod(other)\n\n/** Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Short.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/** Divides this value by the other value,
flooring the result to an integer that is
closer to negative infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.floorDiv(other: Byte): Int = \n this.floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of flooring
division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the same sign as
the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.mod(other: Byte): Byte = \n this.mod(other.toInt()).toByte()\n\n/** Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.floorDiv(other: Short): Int = \n this.floorDiv(other.toInt())\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n

```



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*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.mod(other: Short): Short = \n this.mod(other.toInt()).toShort()\n\n/** Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.floorDiv(other: Int): Int {\n var q = this / other\n if (this xor other < 0 && q * other != this) q--\n return
q}\n\n/**\n * Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).\n
*\n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute
value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.mod(other: Int): Int {\n val r = this % other\n return r + (other and (((r xor other) and (r or -r)) shr
31))}\n\n/** Divides this value by the other value, flooring the result to an integer that is closer to negative
infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.floorDiv(other: Long): Long = \n this.toLong().floorDiv(other)\n\n/**\n * Calculates the remainder
of flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Int.mod(other: Long): Long = \n this.toLong().mod(other)\n\n/**
Divides this value by the other value, flooring the result to an integer that is closer to negative infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.floorDiv(other: Byte): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.mod(other: Byte): Byte = \n this.mod(other.toLong()).toByte()\n\n/** Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.floorDiv(other:
Short): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of flooring division of this
value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the same sign as the _divisor_
and has the absolute value less than the absolute value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.mod(other: Short): Short = \n this.mod(other.toLong()).toShort()\n\n/** Divides this value by the other
value, flooring the result to an integer that is closer to negative infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.floorDiv(other: Int): Long = \n this.floorDiv(other.toLong())\n\n/**\n * Calculates the remainder of
flooring division of this value (dividend) by the other value (divisor).\n *\n * The result is either zero or has the
same sign as the _divisor_
and has the absolute value less than the absolute value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.mod(other: Int): Int = \n this.mod(other.toLong()).toInt()\n\n/** Divides this value by the other value,
flooring the result to an integer that is closer to negative infinity.
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun Long.floorDiv(other: Long): Long {\n var q = this / other\n if (this xor other < 0 && q * other != this) q--\n
return q}\n\n/**\n * Calculates the remainder of flooring division of this value (dividend) by the other value
(divisor).\n *\n * The result is either zero or has the same sign as the _divisor_ and has the absolute value less than
the absolute value of the divisor.\n
*^@SinceKotlin("1.5")@kotlin.internal.InlineOnly@kotlin.internal.IntrinsicConstEvaluation\npublic inline
fun

```

Long.mod(other: Long): Long {  
 val r = this % other  
 return r + (other and (((r xor other) and (r or -r)) shr 63))  
}  
\* Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).  
\* The result is either zero or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.  
\* If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline fun Float.mod(other: Float): Float {
 val r = this % other
 return if (r != 0.0.toFloat() && r.sign != other.sign) r + other else r
}
* Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).
* The result is either zero
```

or has the same sign as the `_divisor_` and has the absolute value less than the absolute value of the divisor.  
\* If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or `_equal to_` the absolute value of the divisor.

```
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline fun Float.mod(other: Double): Double =
 this.toDouble().mod(other)
* Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).
* The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.
* If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.
```

```
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline fun Double.mod(other: Float): Double =
 this.mod(other.toDouble())
* Calculates the remainder of flooring division of this value (dividend) by the other value (divisor).
* The result is either zero or has the same sign as the _divisor_ and has the absolute value less than the absolute value of the divisor.
* If the result cannot be represented exactly, it is rounded to the nearest representable number. In this case the absolute value of the result can be less than or _equal to_ the absolute value of the divisor.
```

```
*\n@SinceKotlin("1.5")\n@kotlin.internal.InlineOnly\n@kotlin.internal.IntrinsicConstEvaluation\npublic inline fun Double.mod(other: Double): Double {
 val r = this % other
 return if (r != 0.0 && r.sign != other.sign) r + other else r
}
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```

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```
*\n\npackage kotlin\n\nimport kotlin.internal.InlineOnly
* Returns a hash code value for the object or zero if the object is null.
* @see Any.hashCode
*\n@SinceKotlin("1.3")\n@InlineOnly\npublic inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0
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```

```
*\n\npackage kotlin
* Represents a version of the Kotlin standard library.
* [major], [minor] and [patch] are integer components of a version,
* they must be non-negative and not greater than 255 ([MAX_COMPONENT_VALUE]).
```

```
* @constructor Creates a version from all three components.
```

```
*\n@SinceKotlin("1.1")\npublic class KotlinVersion(val major: Int, val minor: Int, val patch: Int) : Comparable<KotlinVersion> {
 /**
 * Creates a version from [major] and [minor] components, leaving [patch] component zero.
 */
 public constructor(major: Int, minor: Int) : this(major, minor, 0)
```

```
 private val version = versionOf(major, minor, patch)
 private fun versionOf(major: Int, minor: Int, patch: Int): Int {
 require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE) {
 "Version components are out of range: $major.$minor.$patch"
 }
 return major.shl(16) + minor.shl(8) + patch
 }
 /**
 * Returns the string representation of this version
```

```
 *
 override fun toString(): String = "$major.$minor.$patch"
 override fun equals(other: Any?): Boolean {
 if (this === other) return true
 val otherVersion = (other as? KotlinVersion) ?: return false
 return this.version == otherVersion.version
 }
 override
```

```

fun hashCode(): Int = version\n\n override fun compareTo(other: KotlinVersion): Int = version - other.version\n\n
/**\n * Returns `true` if this version is not less than the version specified\n * with the provided [major] and
[minor] components.\n */\n public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >=
versionOf(major, minor, 0)\n this.major > major || (this.major == major &&\n this.minor >=
minor)\n\n /**\n * Returns `true` if this version is not less than the version specified\n * with the provided
[major], [minor] and [patch] components.\n */\n public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean
= // this.version >= versionOf(major, minor, patch)\n this.major > major || (this.major == major &&\n
(this.minor > minor || this.minor == minor &&\n this.patch >= patch))\n\n companion object {\n
/**\n * Maximum value a version
component can have, a constant value 255.\n */\n // NOTE: Must be placed before CURRENT because its
initialization requires this field being initialized in JS\n public const val MAX_COMPONENT_VALUE =
255\n\n /**\n * Returns the current version of the Kotlin standard library.\n */\n
@kotlin.jvm.JvmField\n public val CURRENT: KotlinVersion = KotlinVersionCurrentValue.get()\n
}\n}\n\n// this class is ignored during classpath normalization when considering whether to recompile dependencies
in Kotlin build\nprivate object KotlinVersionCurrentValue {\n @kotlin.jvm.JvmStatic\n fun get():
KotlinVersion = KotlinVersion(1, 9, 0) // value is written here automatically during build\n}\n\n/**\n * Copyright
2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed
by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmName("LateinitKt")\n@file:Suppress("unused")\n\npackage
kotlin\n\nimport kotlin.internal.InlineOnly\nimport kotlin.internal.AccessibleLateinitPropertyLiteral\nimport
kotlin.reflect.KProperty0\n\n/**\n * Returns `true` if this lateinit property has been assigned a value, and `false`
otherwise.\n */\n * Cannot be used in an inline function, to avoid binary compatibility issues.\n
*\n\n@SinceKotlin("1.2")\n@InlineOnly\ninline val @receiver:AccessibleLateinitPropertyLiteral
KProperty0<*>.isInitialized: Boolean\n get() = throw NotImplementedError("Implementation is
intrinsic")\n\n/**\n * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use
of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("NumbersKt")\npackage kotlin\n\n/**\n *
Counts the number of set bits in the binary representation of this [Int] number.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
expect fun Int.countOneBits(): Int\n\n/**\n * Counts the number of consecutive most significant bits that are zero in
the binary representation of this [Int] number.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that are zero in
the binary representation of this [Int] number.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [Int] number,\n * or zero, if this number is zero.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.takeHighestOneBit(): Int\n\n/**\n * Returns a number having a single bit set in the position of the least
significant set bit
of this [Int] number,\n * or zero, if this number is zero.\n
*\n\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.takeLowestOneBit(): Int\n\n/**\n * Rotates the binary representation of this [Int] number left by the specified
[bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least
significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it
right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple
of [Int.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) ==
number.rotateLeft(n % 32)`\n

```

```

*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.rotateLeft(bitCount: Int): Int\n\n/**\n * Rotates the binary representation of this [Int] number right by the
specified [bitCount] number of bits.\n
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left
side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit
count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Int.SIZE_BITS] (32)\n
returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Int.rotateRight(bitCount: Int): Int\n\n/**\n * Counts the number of set bits in the binary representation of this
[Long] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect
fun Long.countOneBits(): Int\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [Long] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic
expect fun Long.countLeadingZeroBits(): Int\n\n/**\n * Counts the number of consecutive least significant bits that
are zero in the binary representation of this [Long] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Long.countTrailingZeroBits(): Int\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [Long] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Long.takeHighestOneBit(): Long\n\n/**\n * Returns a number having a single bit set in the position of the least
significant set bit of this [Long] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Long.takeLowestOneBit(): Long\n\n/**\n * Rotates the binary representation of this [Long] number left by the
specified [bitCount] number of
bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the
right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit
count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Long.SIZE_BITS]
(64) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Long.rotateLeft(bitCount: Int): Long\n\n/**\n * Rotates the binary representation of this [Long] number right by the
specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number
as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as
rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n
*\n * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally\n *
`number.rotateRight(n) == number.rotateRight(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic expect fun
Long.rotateRight(bitCount: Int): Long\n\n/**\n * Counts the number of set bits in the binary representation of this
[Byte] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()\n\n/**\n * Counts the number of
consecutive most significant bits that are zero in the binary representation of this [Byte] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS -
Byte.SIZE_BITS)\n\n/**\n * Counts the number of consecutive least significant
bits that are zero in the binary representation of this [Byte] number.\n
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npubli
c inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits()\n\n/**\n * Returns a
number having a single bit set in the position of the most significant set bit of this [Byte] number,\n * or zero, if this

```

number is zero.\n

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit().toByte()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte()\n\n/**\n
```

```
 * Rotates the binary representation of this [Byte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 8)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
```

```
Byte.rotateLeft(bitCount: Int): Byte =\n (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()\n\n/**\n * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant
```

```
bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Byte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 8)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
```

```
Byte.rotateRight(bitCount: Int): Byte =\n (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()\n\n/**\n * Counts the number of set bits in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countLeadingZeroBits(): Int =\n (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()\n\n/**\n * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n *\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
```

```
*\n@SinceKotlin("1.4")\n@WasExperimental(ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun Short.rotateLeft(bitCount: Int): Short =\n (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n/**\n * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun Short.rotateLeft(bitCount: Int): Short =\n (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n/**\n * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n *\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n *\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
```

Short.rotateLeft(bitCount: Int): Short

```
=\n (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()\n\n *
Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n\n * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n\n *\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class)\npublic fun
Short.rotateRight(bitCount: Int): Short =\n (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n
```

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```
*\n\npackage kotlin\nimport kotlin.internal.RequireKotlin\nimport
kotlin.internal.RequireKotlinVersionKind\n\n@kotlin.internal.InlineOnly\n@SinceKotlin("1.2")\n@Suppress("INVISIBLE_MEMBER", "INVISIBLE_REFERENCE")\npublic inline fun <R> suspend(noinline block: suspend () -> R): suspend () -> R = block\n\n", "/*\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n *\n@file:kotlin.jvm.JvmName("TuplesKt")\n\npackage kotlin\n\n\n *
Represents a generic pair of two values.\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.\n * An example of decomposing it into values:\n * @sample
```

```
samples.misc.Tuples.pairDestructuring\n\n * @param A type of the first value.\n * @param B type of the second value.\n * @property first First value.\n * @property second Second value.\n * @constructor Creates a new instance of Pair.\n\n\npublic data class Pair<out A, out B>(\n public val first: A,\n public val second: B\n) : Serializable {\n\n /**\n * Returns string representation of the [Pair] including its [first] and [second] values.\n *\n public override fun toString(): String = "$first, $second"\n\n\n /**\n * Creates a tuple of type [Pair] from this and [that].\n * This can be useful for creating [Map] literals with less noise, for example:\n * @sample
```

```
samples.collections.Maps.Instantiation.mapFromPairs\n\n\npublic infix fun <A, B> A.to(that: B): Pair<A, B> =
Pair(this, that)\n\n\n /**\n * Converts this pair into a list.\n * @sample samples.misc.Tuples.pairToList\n *\npublic fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)\n\n\n /**\n * Represents a triad of values.\n * There is no meaning attached to values in this class, it can be used for any purpose.\n * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.\n * An example of decomposing it into values:\n * @sample samples.misc.Tuples.tripleDestructuring\n\n * @param A type of the first value.\n * @param B type of the second value.\n * @param C type of the third value.\n * @property first First value.\n * @property second Second value.\n * @property third Third value.\n\n\npublic data class Triple<out A, out B, out C>(\n public val first: A,\n public val second: B,\n public val third: C\n) : Serializable {\n\n /**\n * Returns string representation of the [Triple] including its [first], [second] and [third] values.\n *\n public override fun toString(): String = "$first, $second, $third"\n\n\n /**\n * Converts this triple into a list.\n * @sample samples.misc.Tuples.tripleToList\n *\npublic fun
```

```
<T> Triple<T, T, T>.toList(): List<T> = listOf(first, second, third)\n\n", "/*\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n *\n\n// Auto-generated file. DO NOT EDIT!\n\npackage
kotlin.ranges\n\n\nimport kotlin.internal.*\n\n\n *
A range of values of type `UInt`.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt>, OpenEndRange<UInt> {\n override val start: UInt get() = first\n override val endInclusive: UInt get() = last\n\n @Deprecated("Can throw an exception when it's impossible to represent the value with UInt type, for example, when the range includes MAX_VALUE. It's recommended to use 'endInclusive' property that doesn't throw.")\n @SinceKotlin("1.9")\n
```

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@WasExperimental(ExperimentalStdlibApi::class)\n override val endExclusive: UInt get() {\n if (last ==
UInt.MAX_VALUE) error("Cannot return the exclusive upper bound of a range that includes MAX_VALUE.")\n
 return last + 1\n }\n\n override fun contains(value: UInt): Boolean = first <= value && value <= last\n\n
/**\n * Checks if the range is empty.\n * The range is empty if its start value is greater than the end
value.\n */\n override fun isEmpty(): Boolean = first > last\n\n override fun equals(other: Any?): Boolean =\n other is UIntRange && (isEmpty() && other.isEmpty()) ||\n first == other.first && last == other.last\n\n
 override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * first.toInt() + last.toInt())\n\n override fun
toString(): String = "$first..$last"\n\n companion object {\n /** An empty range of values of type UInt. */\n
 public val EMPTY: UIntRange = UIntRange(UInt.MAX_VALUE,
UInt.MIN_VALUE)\n }\n}\n\n/**\n * A progression of values of type `UInt`.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class
UIntProgression\n\ninternal constructor(\n start: UInt,\n endInclusive: UInt,\n step: Int\n) : Iterable<UInt> {\n
 init {\n if (step == 0.toInt()) throw kotlin.IllegalArgumentException("Step must be non-zero.")\n if (step
== Int.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Int.MIN_VALUE to
avoid overflow on negation.")\n }\n\n /**\n * The first element in the progression.\n */\n public val first:
UInt = start\n\n /**\n * The last element in the progression.\n */\n public val last: UInt =
getProgressionLastElement(start, endInclusive, step)\n\n /**\n * The step of the progression.\n */\n public
val step: Int = step\n\n final override fun iterator(): Iterator<UInt> = UIntProgressionIterator(first,
last, step)\n\n /**\n * Checks if the progression is empty.\n * Progression with a positive step is empty
if its first element is greater than the last element.\n * Progression with a negative step is empty if its first element
is less than the last element.\n */\n public open fun isEmpty(): Boolean = if (step > 0) first > last else first <
last\n\n override fun equals(other: Any?): Boolean =\n other is UIntProgression && (isEmpty() &&
other.isEmpty()) ||\n first == other.first && last == other.last && step == other.step)\n\n override fun
hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * first.toInt() + last.toInt()) + step.toInt())\n\n override fun
toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"\n\n companion
object {\n /**\n * Creates UIntProgression within the specified bounds of a closed range.\n * The
progression starts
with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n
 * In order to go backwards the [step] must be negative.\n * [step] must be greater than
`Int.MIN_VALUE` and not equal to zero.\n */\n public fun fromClosedRange(rangeStart: UInt, rangeEnd:
UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)\n }\n}\n\n\n/**\n * An iterator
over a progression of values of type `UInt`.\n * @property step the number by which the value is incremented on
each step.\n */\n\n@SinceKotlin("1.3")\nprivate class UIntProgressionIterator(first: UInt, last: UInt, step: Int) :
Iterator<UInt> {\n private val finalElement = last\n private var hasNext: Boolean = if (step > 0) first <= last else
first >= last\n private val step = step.toUInt() // use 2-complement math for negative steps\n private var next = if
(hasNext) first else finalElement\n\n override fun hasNext(): Boolean
= hasNext\n\n override fun next(): UInt {\n val value = next\n if (value == finalElement) {\n if
(!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n } else {\n next += step\n
 }\n return value\n }\n}\n\n"/\n * Copyright 2010-2023 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\n\n// Auto-generated file. DO NOT EDIT!\n\npackage kotlin.ranges\n\nimport
kotlin.internal.*\n\n/**\n * A range of values of type `ULong`.\n
*/\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic class
ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1),
ClosedRange<ULong>, OpenEndRange<ULong> {\n override val start: ULong get() = first\n override val
endInclusive: ULong get() = last\n\n @Deprecated("Can
throw an exception when it's impossible to represent the value with ULong type, for example, when the range
includes MAX_VALUE. It's recommended to use 'endInclusive' property that doesn't throw.")\n

```

```

@SinceKotlin("1.9")\n @WasExperimental(ExperimentalStdlibApi::class)\n override val endExclusive:
ULong get() {\n if (last == ULong.MAX_VALUE) error("Cannot return the exclusive upper bound of a range
that includes MAX_VALUE.")\n return last + 1u\n }\n\n override fun contains(value: ULong): Boolean =
first <= value && value <= last\n\n /**\n * Checks if the range is empty.\n * The range is empty if its
start value is greater than the end value.\n */\n override fun isEmpty(): Boolean = first > last\n\n override fun
equals(other: Any?): Boolean =\n other is ULongRange && (isEmpty() && other.isEmpty()) ||\n first
== other.first && last == other.last\n\n override fun hashCode(): Int =\n if (isEmpty())
-1 else (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt())\n\n override fun toString(): String =
"\$first..$last"\n\n companion object {\n /** An empty range of values of type ULong. */\n public val
EMPTY: ULongRange = ULongRange(ULong.MAX_VALUE, ULong.MIN_VALUE)\n }\n\n\n/**\n * A
progression of values of type `ULong`.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic open class
ULongProgression\ninternal constructor(\n start: ULong,\n endInclusive: ULong,\n step: Long\n) :
Iterable<ULong> {\n init {\n if (step == 0.toLong()) throw kotlin.IllegalArgumentException("Step must be
non-zero.")\n if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater
than Long.MIN_VALUE to avoid overflow on negation.")\n }\n\n /**\n * The first element in the
progression.\n */\n public val first: ULong = start\n\n /**\n * The
last element in the progression.\n */\n public val last: ULong = getProgressionLastElement(start, endInclusive,
step)\n\n /**\n * The step of the progression.\n */\n public val step: Long = step\n\n final override fun
iterator(): Iterator<ULong> = ULongProgressionIterator(first, last, step)\n\n /**\n * Checks if the progression is
empty.\n * Progression with a positive step is empty if its first element is greater than the last element.\n *
Progression with a negative step is empty if its first element is less than the last element.\n */\n public open fun
isEmpty(): Boolean = if (step > 0) first > last else first < last\n\n override fun equals(other: Any?): Boolean =\n other is ULongProgression && (isEmpty() && other.isEmpty()) ||\n first == other.first && last ==
other.last && step == other.step\n\n override fun hashCode(): Int =\n if (isEmpty()) -1 else (31 * (31 * (first
xor (first shr 32)).toInt()
+ (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())\n\n override fun toString(): String = if (step >
0) "\$first..$last step \$step" else "\$first downTo \$last step \${-step}"\n\n companion object {\n /**\n *
Creates ULongProgression within the specified bounds of a closed range.\n * The progression starts with the
[rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].\n * In order
to go backwards the [step] must be negative.\n * [step] must be greater than `Long.MIN_VALUE` and
not equal to zero.\n */\n public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long):
ULongProgression = ULongProgression(rangeStart, rangeEnd, step)\n }\n\n\n/**\n * An iterator over a
progression of values of type `ULong`.\n * @property step the number by which the value is incremented on each
step.\n */\n@SinceKotlin("1.3")\nprivate class ULongProgressionIterator(first:
ULong, last: ULong, step: Long) : Iterator<ULong> {\n private val finalElement = last\n private var hasNext:
Boolean = if (step > 0) first <= last else first >= last\n private val step = step.toULong() // use 2-complement math
for negative steps\n private var next = if (hasNext) first else finalElement\n\n override fun hasNext(): Boolean =
hasNext\n\n override fun next(): ULong {\n val value = next\n if (value == finalElement) {\n if
(!hasNext) throw kotlin.NoSuchElementException()\n hasNext = false\n } else {\n next += step\n
 }\n return value\n }\n}\n\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming
Language contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n */\npackage kotlin.math\n\n/**\n * Returns the smaller of two values.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun min(a: UInt, b: UInt): UInt {\n return minOf(a, b)\n}\n\n\n/**\n * Returns the smaller of two values.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun min(a: ULong, b: ULong): ULong {\n return minOf(a, b)\n}\n\n\n/**\n * Returns the greater of

```



two values.\n

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun max(a: UInt, b: UInt): UInt {\n return maxOf(a, b)\n}\n\n/**\n * Returns the greater of two values.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun max(a: ULong, b: ULong): ULong {\n return maxOf(a, b)\n}\n\n/**\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0 license
```

```
that can be found in the license/LICENSE.txt file.\n *\n@file:kotlin.jvm.JvmName("UNumbersKt")\npackage kotlin\n\n/**\n * Counts the number of set bits in the binary representation of this [UInt] number.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countOneBits(): Int =\ntoInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countLeadingZeroBits(): Int =\ntoInt().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.countTrailingZeroBits(): Int =\ntoInt().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeHighestOneBit(): UInt =\ntoInt().takeHighestOneBit().toUInt()\n\n/**\n * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number,\n * or zero, if this number is zero.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.takeLowestOneBit(): UInt =\ntoInt().takeLowestOneBit().toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number left by the specified
```

```
[bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateLeft(n) ==
```

```
number.rotateLeft(n % 32)`\n *\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,\nExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateLeft(bitCount: Int): UInt =\ntoInt().rotateLeft(bitCount).toUInt()\n\n/**\n * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * Rotating by a multiple of [UInt.SIZE_BITS] (32) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 32)`\n
```

```
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,\nExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UInt.rotateRight(bitCount: Int): UInt =\ntoInt().rotateRight(bitCount).toUInt()\n\n/**\n * Counts the number of set bits in the binary representation of this [ULong] number.\n
```

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,\nExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countOneBits(): Int =\ntoLong().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
```

binary representation of this [ULong] number.\n

```
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countLeadingZeroBits(): Int
= toLong().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero
in the binary representation of this [ULong] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.countTrailingZeroBits(): Int
= toLong().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeHighestOneBit(): ULong
= toLong().takeHighestOneBit().toULong()\n\n/**\n * Returns a number having a single bit set in
the position of the least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.takeLowestOneBit(): ULong
= toLong().takeLowestOneBit().toULong()\n\n/**\n * Rotates the binary representation of this [ULong] number left
by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n * \n * Rotating the number left by a negative bit count is the
same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * \n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally\n *
`number.rotateLeft(n) == number.rotateLeft(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic
inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()\n\n/**\n * Rotates
the binary representation of this [ULong] number right by the specified [bitCount] number of bits.\n * The least
significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * \n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n *
`number.rotateRight(-n) == number.rotateLeft(n)`\n * \n * Rotating by a multiple of [ULong.SIZE_BITS] (64)
returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 64)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun ULong.rotateRight(bitCount:
Int): ULong = toLong().rotateRight(bitCount).toULong()\n\n/**\n * Counts the number of set bits
in the binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countOneBits(): Int =
toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countLeadingZeroBits(): Int =
toByte().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are zero in
the binary representation of this [UByte] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.countTrailingZeroBits(): Int =
toByte().countTrailingZeroBits()\n\n/**\n * Returns
a number having a single bit set in the position of the most significant set bit of this [UByte] number,\n * or zero, if
this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeHighestOneBit(): UByte
= toInt().takeHighestOneBit().toUByte()\n\n/**\n * Returns a number having a single bit set in the position of the
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least significant set bit of this [UByte] number, \n \* or zero, if this number is zero.\n

```

*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.takeLowestOneBit(): UByte =
toInt().takeLowestOneBit().toUByte()\n\n/**\n * Rotates the binary representation of this [UByte] number left by
the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on
the right side.\n * \n * Rotating the number left by a negative bit count is the same as rotating it right by the negated
bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * \n * Rotating by a multiple of
[UByte.SIZE_BITS] (8) returns the same number, or more generally\n * `number.rotateLeft(n) ==
number.rotateLeft(n % 8)`\n * \n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateLeft(bitCount:
Int): UByte = toByte().rotateLeft(bitCount).toUByte()\n\n/**\n * Rotates the binary representation of this [UByte]
number right by the specified [bitCount] number of bits.\n * The least significant bits pushed out from the right side
reenter the number as the most significant bits on the left side.\n * \n * Rotating the number right by a negative bit
count is the same as rotating it left by the negated bit count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n
*\n *
Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally\n *
`number.rotateRight(n) == number.rotateRight(n % 8)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UByte.rotateRight(bitCount:
Int): UByte = toByte().rotateRight(bitCount).toUByte()\n\n/**\n * Counts the number of set bits in the binary
representation of this [UShort] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countOneBits(): Int =
toUInt().countOneBits()\n\n/**\n * Counts the number of consecutive most significant bits that are zero in the
binary representation of this [UShort] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countLeadingZeroBits():
Int = toShort().countLeadingZeroBits()\n\n/**\n * Counts the number of consecutive least significant bits that are
zero in the binary representation of this [UShort] number.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.countTrailingZeroBits(): Int
= toShort().countTrailingZeroBits()\n\n/**\n * Returns a number having a single bit set in the position of the most
significant set bit of this [UShort] number, \n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeHighestOneBit(): UShort
= toInt().takeHighestOneBit().toUShort()\n\n/**\n * Returns a number having a single bit set in the position of the
least significant set bit of this [UShort] number, \n * or zero, if this number is zero.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class,
ExperimentalStdlibApi::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.takeLowestOneBit(): UShort
= toInt().takeLowestOneBit().toUShort()\n\n/**\n * Rotates the binary representation of this [UShort] number left
by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the
number as the least significant bits on the right side.\n * \n * Rotating the number left by a negative bit count is the
same as rotating it right by the negated bit count:\n * `number.rotateLeft(-n) == number.rotateRight(n)`\n * \n *
Rotating by a multiple of [UShort.SIZE_BITS] (16) returns the same number, or more generally\n *
`number.rotateLeft(n) == number.rotateLeft(n % 16)`\n
*\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateLeft(bitCount:

```

```

Int): UShort = toShort().rotateLeft(bitCount).toUShort()\n\n/**\n
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.\n *
The least significant bits pushed out from the right side reenter the number as the most significant bits on the left
side.\n * \n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit
count:\n * `number.rotateRight(-n) == number.rotateLeft(n)`\n * \n * Rotating by a multiple of [UShort.SIZE_BITS]
(16) returns the same number, or more generally\n * `number.rotateRight(n) == number.rotateRight(n % 16)`\n
\n\n@SinceKotlin("1.6")\n@WasExperimental(ExperimentalStdlibApi::class,
ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\npublic inline fun UShort.rotateRight(bitCount:
Int): UShort = toShort().rotateRight(bitCount).toUShort()\n", "/*\n * Copyright 2010-2021 JetBrains s.r.o. and Kotlin
Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.internal\n\n// (a - b) mod
c\nprivate fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {\n val ac = a % c\n val bc = b % c\n return if
(ac >= bc) ac - bc else ac - bc + c\n}\n\nprivate fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {\n
val ac = a % c\n val bc = b % c\n return if (ac >= bc) ac - bc else ac - bc + c\n}\n\n/**\n * Calculates the final
element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range\n * from
[start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative\n * [step].\n * \n * No
validation on passed parameters is performed. The given parameters should satisfy the condition:\n * \n * - either
`step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * \n * @param start first element of the
progression\n * @param end ending bound for the progression\n * @param
step increment, or difference of successive elements in the progression\n * @return the final element of the
progression\n * @suppress\n */\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun
getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {\n step > 0 -> if (start >= end) end else
end - differenceModulo(end, start, step.toUInt())\n step < 0 -> if (start <= end) end else end +
differenceModulo(start, end, (-step).toUInt())\n else -> throw kotlin.IllegalArgumentException("Step is
zero.")\n}\n\n/**\n * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the
progression which is in the range\n * from [start] to [end] in case of a positive [step], or from [end] to [start] in
case of a negative\n * [step].\n * \n * No validation on passed parameters is performed. The given parameters should
satisfy the condition:\n * \n * - either `step > 0` and `start <= end`,\n * - or `step < 0` and `start >= end`.\n * \n *
@param
start first element of the progression\n * @param end ending bound for the progression\n * @param step increment,
or difference of successive elements in the progression\n * @return the final element of the progression\n *
@param start first element of the progression\n * @param end ending bound for the progression\n * @param step increment,
or difference of successive elements in the progression\n * @return the final element of the progression\n *
@param end ending bound for the progression\n * @param step increment, or difference of successive elements in the
progression\n * @return the final element of the progression\n *
@suppress\n */\n@PublishedApi\n@SinceKotlin("1.3")\ninternal fun getProgressionLastElement(start: ULong,
end: ULong, step: Long): ULong = when {\n step > 0 -> if (start >= end) end else end - differenceModulo(end,
start, step.toULong())\n step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-
step).toULong())\n else -> throw kotlin.IllegalArgumentException("Step is zero.")\n}\n", "/*\n * Copyright 2010-
2021 JetBrains s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
\n\n@file:kotlin.jvm.JvmName("UStringsKt") // string representation of unsigned numbers\n\npackage
kotlin.text\n\n/**\n * Returns a string representation
of this [Byte] value in the specified [radix].\n * \n * @throws IllegalArgumentException when [radix] is not a valid
radix for number to string conversion.\n
\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)\n\n/**\n * Returns a string
representation of this [Short] value in the specified [radix].\n * \n * @throws IllegalArgumentException when [radix]
is not a valid radix for number to string conversion.\n
\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n@kotlin.internal.InlineOnly\n
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)\n\n\n/**\n * Returns a string
representation of this [Int] value in the specified [radix].\n * \n * @throws IllegalArgumentException when [radix] is

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```

not a valid radix for number to string conversion.\n
*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\n//@kotlin.internal.InlineOnly\npublic\n/*inline*/ fun UInt.toString(radix: Int): String = this.toLong().toString(radix)\n\n/**\n * Returns a string\n representation of this [Long] value in the specified [radix].\n *\n * @throws IllegalArgumentException when [radix]\n is not a valid radix for number to string conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nULong.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))\n\n/**\n * Parses the string\n as a signed [UByte] number and returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUByte():\nUByte = toUByteOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a signed [UByte] number and\n returns the result.\n *\n * @throws NumberFormatException if the string is\n not a valid representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for\n string to number conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nString.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the\n string as a [UShort] number and returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUShort():\nUShort = toUShortOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [UShort] number and\n returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to\n number conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic\nfun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the\n string as an [UInt] number and returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toUInt():\nUInt = toUIntOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as an [UInt] number and returns the\n result.\n *\n * @throws NumberFormatException if the string is not a valid representation of a number.\n *\n * @throws\n IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nString.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses the string as a\n [ULong] number and returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun String.toULong():\nULong = toULongOrNull() ?: numberFormatError(this)\n\n/**\n * Parses the string as a [ULong] number and\n returns the result.\n *\n * @throws NumberFormatException if the string is not a valid\n representation of a number.\n *\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to\n number conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nString.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)\n\n/**\n * Parses\n the string as an [UByte] number and returns the result\n *\n * or `null` if the string is not a valid representation of a\n number.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun\nString.toUByteOrNull(): UByte? = toUByteOrNull(radix = 10)\n\n/**\n * Parses the string as an [UByte] number\n and returns the\n result\n *\n * or `null` if the string is not a valid representation of a number.\n *\n * @throws\n IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n\n*\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun

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String.toByteOrNull(radix: Int): UByte? { \n val int = this.toUIntOrNull(radix) ?: return null\n if (int >
UByte.MAX_VALUE) return null\n return int.toByte()\n}\n\n/**\n * Parses the string as an [UShort] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUShortOrNull(): UShort? = toUShortOrNull(radix = 10)\n\n/**\n * Parses the string as an [UShort] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUShortOrNull(radix: Int): UShort? { \n val int = this.toUIntOrNull(radix) ?: return null\n if (int >
UShort.MAX_VALUE) return null\n return int.toUShort()\n}\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUIntOrNull(): UInt? = toUIntOrNull(radix = 10)\n\n/**\n * Parses the string as an [UInt] number and
returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toUIntOrNull(radix: Int): UInt? { \n checkRadix(radix)\n val length = this.length\n
 if (length == 0) return null\n val limit: UInt = UInt.MAX_VALUE\n val start: Int\n val firstChar =
this[0]\n if (firstChar < '0') { \n if (length == 1 || firstChar != '+') return null\n start = 1\n } else { \n
start = 0\n } \n val limitForMaxRadix = 119304647u // limit / 36\n val limitBeforeMul =
limitForMaxRadix\n val uradix = radix.toUInt()\n var result = 0u\n for (i in start until length) { \n val digit
= digitOf(this[i], radix)\n if (digit < 0) return null\n if (result > limitBeforeMul) { \n if
(limitBeforeMul == limitForMaxRadix) { \n limitBeforeMul = limit / uradix\n if (result >
limitBeforeMul) { \n return null\n } \n } else { \n return null\n } \n
 } \n result *= uradix\n val beforeAdding = result\n result += digit.toUInt()\n if (result <
beforeAdding)
return null // overflow has happened\n } \n return result\n}\n\n/**\n * Parses the string as an [ULong] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toULongOrNull(): ULong? = toULongOrNull(radix = 10)\n\n/**\n * Parses the string as an [ULong] number
and returns the result\n * or `null` if the string is not a valid representation of a number.\n * \n * @throws
IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
*\n\n@SinceKotlin("1.5")\n@WasExperimental(ExperimentalUnsignedTypes::class)\npublic fun
String.toULongOrNull(radix: Int): ULong? { \n checkRadix(radix)\n val length = this.length\n if (length ==
0) return null\n val limit: ULong = ULong.MAX_VALUE\n val start: Int\n val firstChar = this[0]\n if
(firstChar < '0') { \n if (length == 1 || firstChar
!= '+') return null\n start = 1\n } else { \n start = 0\n } \n val limitForMaxRadix =
512409557603043100uL // limit / 36\n val limitBeforeMul = limitForMaxRadix\n val uradix =
radix.toULong()\n var result = 0uL\n for (i in start until length) { \n val digit = digitOf(this[i], radix)\n
if (digit < 0) return null\n if (result > limitBeforeMul) { \n if (limitBeforeMul == limitForMaxRadix) { \n
 limitBeforeMul = limit / uradix\n if (result > limitBeforeMul) { \n return null\n
 } \n } else { \n return null\n } \n } \n result *= uradix\n
 val beforeAdding =
result\n result += digit.toUInt()\n if (result < beforeAdding) return null // overflow has happened\n } \n
return result\n}\n\n"/**\n * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n *
Use of
this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*\n\n@file:Suppress("INVISIBLE_REFERENCE", "INVISIBLE_MEMBER")\npackage kotlin\nimport
kotlin.annotation.AnnotationTarget.\nimport kotlin.internal.RequireKotlin\nimport

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kotlin.internal.RequireKotlinVersionKind\n\n/**\n * Marks the API that is dependent on the experimental unsigned
types, including those types themselves.\n *\n * Usages of such API will be reported as warnings unless an explicit
opt-in with\n * the [OptIn] annotation, e.g. `@OptIn(ExperimentalUnsignedTypes::class)`,\n * or with the `opt-in=kotlin.ExperimentalUnsignedTypes` compiler option is given.\n *\n * It's recommended to propagate the experimental status to the API that depends on unsigned types by annotating it with this annotation.\n
*/\n@RequiresOptIn(level = RequiresOptIn.Level.WARNING)\n@MustBeDocumented\n@Target(CLASS,
ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER,
CONSTRUCTOR,
FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER,
TYPEALIAS)\n@Retention(AnnotationRetention.BINARY)\npublic annotation class
ExperimentalUnsignedTypes\n", "/*\n * Copyright 2010-2022 JetBrains s.r.o. and Kotlin Programming Language
contributors.\n * Use of this source code is governed by the Apache 2.0 license that can be found in the
license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName("MathKt")\n\n\npackage
kotlin.math\n\n\n// constants, can't use them from nativeMath as they are not constants there\n\n/** Ratio of the
circumference of a circle to its diameter, approximately 3.14159. */\n@SinceKotlin("1.2")\npublic const val PI:
Double = 3.141592653589793\n\n/** Base of the natural logarithms, approximately 2.71828.
*/\n@SinceKotlin("1.2")\npublic const val E: Double = 2.718281828459045\n\n// region =====
Double Math =====\n\n/** Computes the sine of the angle [x]
given in radians.\n *\n * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun sin(x: Double):
Double\n\n/** Computes the cosine of the angle [x] given in radians.\n *\n * Special cases:\n * - `cos(NaN|+Inf|-
Inf)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun cos(x: Double): Double\n\n/** Computes the tangent
of the angle [x] given in radians.\n *\n * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`\n
*/\n@SinceKotlin("1.2")\npublic expect fun tan(x: Double): Double\n\n/** Computes the arc sine of the value
[x];\n *\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special cases:\n * -
`asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun asin(x: Double):
Double\n\n/** Computes the arc cosine of the value [x];\n *\n * the returned value is an angle in the range from
`0.0` to `PI` radians.\n *\n * Special cases:\n * - `acos(x)` is `NaN`, when `abs(x) > 1` or
x is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun acos(x: Double): Double\n\n/** Computes the arc
tangent of the value [x];\n *\n * the returned value is an angle in the range from `-PI/2` to `PI/2` radians.\n *\n * Special
cases:\n * - `atan(NaN)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun atan(x: Double): Double\n\n/**
Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond\n *\n * to the rectangular coordinates `(x,
y)` by computing the arc tangent of the value [y] / [x];\n *\n * the returned value is an angle in the range from `-PI` to
`PI` radians.\n *\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`\n * - `atan2(0.0, x)` is `0.0` for `x > 0` and `PI`
for `x < 0`\n * - `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`\n * - `atan2(y, +Inf)` is `0.0` for `0 < y <
+Inf` and `-0.0` for `-Inf < y < 0`\n * - `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`\n * -
`atan2(y, 0.0)` is `PI/2` for
`y > 0` and `-PI/2` for `y < 0`\n * - `atan2(+Inf, x)` is `PI/2` for finite `x`\n * - `atan2(-Inf, x)` is `-PI/2` for finite
`x`\n * - `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun atan2(y:
Double, x: Double): Double\n\n/** Computes the hyperbolic sine of the value [x].\n *\n * Special cases:\n * -
`sinh(NaN)` is `NaN`\n * - `sinh(+Inf)` is `+Inf`\n * - `sinh(-Inf)` is `-Inf`\n *\n */\n@SinceKotlin("1.2")\npublic
expect fun sinh(x: Double): Double\n\n/** Computes the hyperbolic cosine of the value [x].\n *\n * Special
cases:\n * - `cosh(NaN)` is `NaN`\n * - `cosh(+Inf|-Inf)` is `+Inf`\n *\n */\n@SinceKotlin("1.2")\npublic expect fun
cosh(x: Double): Double\n\n/** Computes the hyperbolic tangent of the value [x].\n *\n * Special cases:\n * -
`tanh(NaN)` is `NaN`\n * - `tanh(+Inf)` is `1.0`\n * - `tanh(-Inf)` is `-1.0`\n *\n */\n@SinceKotlin("1.2")\npublic
expect fun tanh(x: Double): Double\n\n/** Computes the

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inverse hyperbolic sine of the value [x].  
 \* The returned value is `y` such that  $\sinh(y) == x$ .  
 \* Special cases:  
 - `asinh(NaN)` is `NaN`  
 - `asinh(+Inf)` is `+Inf`  
 - `asinh(-Inf)` is `-Inf`

```

*^@SinceKotlin("1.2")\npublic expect fun asinh(x: Double): Double\n/**\n * Computes the inverse hyperbolic cosine of the value [x].\n * The returned value is positive `y` such that `cosh(y) == x`.\n * Special cases:\n * - `acosh(NaN)` is `NaN`\n * - `acosh(x)` is `NaN` when `x < 1`\n * - `acosh(+Inf)` is `+Inf`\n * - `acosh(-Inf)` is `-Inf`\n * @see [cosh] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun acosh(x: Double): Double\n/**\n * Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is `y` such that `tanh(y) == x`.\n * Special cases:\n * - `tanh(NaN)` is `NaN`\n * - `tanh(x)` is `NaN` when `x > 1` or `x < -1`\n * - `tanh(1.0)` is `+Inf`\n * - `tanh(-1.0)` is `-Inf`\n * @see [tanh] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun atanh(x: Double): Double\n/**\n * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN` and the other is not infinite\n * @see [sqrt] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun hypot(x: Double, y: Double): Double\n/**\n * Computes the positive square root of the value [x].\n * Special cases:\n * - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`\n * @see [sqrt] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun sqrt(x: Double): Double\n/**\n * Computes Euler's number `e` raised to the power of the value [x].\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n * @see [exp] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun exp(x: Double): Double\n/**\n * Computes `exp(x) - 1`.\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(+Inf)` is `+Inf`\n * - `expm1(-Inf)` is `-1.0`\n * @see [exp] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun expm1(x: Double): Double\n/**\n * Computes the logarithm of the value [x] to the given [base].\n * Special cases:\n * - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n * - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n * - `log(+Inf, +Inf)` is `NaN`\n * - `log(+Inf, b)` is `+Inf` for `b > 1` and `-Inf` for `b < 1`\n * - `log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b > 1`\n * See also logarithm functions for common fixed bases: [ln], [log10] and [log2].\n * @see [log] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun log(x: Double, base: Double): Double\n/**\n * Computes the natural logarithm (base `E`) of the value [x].\n * Special cases:\n * - `ln(NaN)` is `NaN`\n * - `ln(x)` is `NaN` when `x < 0.0`\n * - `ln(+Inf)` is `+Inf`\n * - `ln(0.0)` is `-Inf`\n * @see [log] function.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun ln(x: Double): Double\n/**\n * Computes the common logarithm (base 10) of the value [x].\n * @see [ln] function for special cases.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun log10(x: Double): Double\n/**\n * Computes the binary logarithm (base 2) of the value [x].\n * @see [ln] function for special cases.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun log2(x: Double): Double\n/**\n * Computes `ln(x + 1)`.\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - `ln1p(NaN)` is `NaN`\n * - `ln1p(x)` is `NaN` where `x < -1.0`\n * - `ln1p(-1.0)` is `-Inf`\n * - `ln1p(+Inf)` is `+Inf`\n * @see [ln] function\n * @see [expm1] function\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun ln1p(x: Double): Double\n/**\n * Rounds the given value [x] to an integer towards positive infinity.\n * @return the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.\n * Special cases:\n * - `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun ceil(x: Double): Double\n/**\n * Rounds the given value [x] to an integer towards negative infinity.\n * @return the largest double value that is smaller than or equal to the given value [x] and is a mathematical integer.\n * Special cases:\n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun floor(x: Double): Double\n/**\n * Rounds the given value [x] to an integer towards zero.\n * @return the value [x] having its fractional part truncated.\n * Special cases:\n * - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun truncate(x: Double): Double\n/**\n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.\n * Special cases:\n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */\n\n*^@SinceKotlin("1.2")\npublic expect fun round(x: Double): Double\n/**\n * Returns the absolute value of the given value [x].\n * Special cases:\n * - `abs(NaN)` is `NaN`\n * @see absoluteValue extension property

```



for [Double]

```

@SinceKotlin("1.2")
public expect fun abs(x: Double): Double
 Returns the sign of the given value [x]:
 * -1.0 if the value is negative,
 * 0 if the value is zero,
 * 1.0 if the value is positive
 * Special case:
 * - sign(NaN) is NaN

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```

@SinceKotlin("1.2")
public expect fun sign(x: Double): Double
 Returns the smaller of two values.
 * If either value is NaN, then the result is NaN.

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```

@SinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double
 Returns the greater of two values.
 * If either value is NaN, then the result is NaN.

```

```

@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double
 Returns the cube root of [x]. For any `x`, `cbrt(-x) == -cbrt(x)`;
 that is, the cube root of a negative value is the negative of the cube root
 of that value's magnitude. Special cases:
 * - If the argument is NaN, then the result is NaN.
 * - If the argument is infinite, then the result is an infinity with the same sign as the argument.
 * - If the argument is zero, then the result is a zero with the same sign as the argument.

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```

@SinceKotlin("1.8")
@WasExperimental(ExperimentalStdlibApi::class)
public expect fun cbrt(x: Double): Double
 Raises this value to the power [x].
 * Special cases:
 * - b.pow(0.0) is 1.0
 * - b.pow(1.0) == b
 * - b.pow(NaN) is NaN
 * - NaN.pow(x) is NaN for `x != 0.0`
 * - b.pow(Inf) is NaN for `abs(b) == 1.0`
 * - b.pow(x) is NaN for `b < 0` and `x` is finite and not an integer

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@SinceKotlin("1.2")
public expect fun Double.pow(x: Double): Double
 Raises this value to the integer power [n].
 * See the other overload of [pow] for details.

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@SinceKotlin("1.2")
public expect fun Double.pow(n: Int): Double
 Returns the absolute value of this value.
 * Special cases:
 * - NaN.absoluteValue is NaN
 * @see abs function

```

```

@SinceKotlin("1.2")
public expect val Double.absoluteValue: Double
 Returns the sign of this value:
 * -1.0 if the value is negative,
 * 0 if the value is zero,
 * 1.0 if the value is positive
 * Special case:
 * - NaN.sign is NaN

```

```

@SinceKotlin("1.2")
public expect val Double.sign: Double
 Returns this value with the sign bit same as of the [sign] value.
 * If [sign] is NaN the sign of the result is undefined.

```

```

@SinceKotlin("1.2")
public expect fun Double.withSign(sign: Double): Double
 Returns this value with the sign bit same as of the [sign] value.

```

```

@SinceKotlin("1.2")
public expect fun Double.withSign(sign: Int): Double
 Returns the ulp (unit in the last place) of this value.
 * An ulp is a positive distance between this value and the next nearest [Double] value larger in magnitude.
 * Special Cases:
 * - NaN.ulp is NaN
 * - x.ulp is +Inf when `x` is +Inf or -Inf
 * - 0.0.ulp is Double.MIN_VALUE

```

```

@SinceKotlin("1.2")
public expect val Double.ulp: Double
 Returns the [Double] value nearest to this value in direction of positive infinity.

```

```

@SinceKotlin("1.2")
public expect fun Double.nextUp(): Double
 Returns the [Double] value nearest to this value in direction of negative infinity.

```

```

@SinceKotlin("1.2")
public expect fun Double.nextDown(): Double
 Returns the [Double] value nearest to this value in direction from this value towards
 the value [to].
 * Special cases:
 * - x.nextTowards(y) is NaN if either `x` or `y` are NaN
 * - x.nextTowards(x) == x

```

```

@SinceKotlin("1.2")
public expect fun Double.nextTowards(to: Double): Double
 Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToInt() == Int.MAX_VALUE when `x > Int.MAX_VALUE`
 * - x.roundToInt() == Int.MIN_VALUE when `x < Int.MIN_VALUE`
 * @throws IllegalArgumentException when this value is NaN

```

```

@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int
 Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * - x.roundToLong() == Long.MAX_VALUE when `x > Long.MAX_VALUE`
 * - x.roundToLong() == Long.MIN_VALUE when `x < Long.MIN_VALUE`
 * @throws IllegalArgumentException when this value is NaN

```

```

@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long
 endregion
 region ===== Float Math
 =====
 Computes the sine of the angle [x] given in radians.
 * Special cases:
 * - sin(NaN|+Inf|-Inf) is NaN

```

`sin(x: Float): Float` Computes the cosine of the angle [x] given in radians. Special cases: `cos(NaN|+Inf|-Inf)` is `NaN`  
`tan(x: Float): Float` Computes the tangent of the angle [x] given in radians. Special cases: `tan(NaN|+Inf|-Inf)` is `NaN`  
`asin(x: Float): Float` Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. Special cases: `asin(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`  
`acos(x: Float): Float` Computes the arc cosine of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians. Special cases: `acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`  
`atan(x: Float): Float` Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians. Special cases: `atan(NaN)` is `NaN`  
`atan2(y: Float, x: Float): Float` Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y / x`; the returned value is an angle in the range from `-PI` to `PI` radians. Special cases: `atan2(0.0, 0.0)` is `0.0`; `atan2(0.0, x)` is `0.0` for `x > 0` and `PI` for `x < 0`; `atan2(-0.0, x)` is `-0.0` for `x > 0` and `-PI` for `x < 0`; `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`; `atan2(y, -Inf)` is `PI` for `0 < y < +Inf` and `-PI` for `-Inf < y < 0`; `atan2(y, 0.0)` is `PI/2` for `y > 0` and `-PI/2` for `y < 0`; `atan2(+Inf, x)` is `PI/2` for finite `x`; `atan2(-Inf, x)` is `-PI/2` for finite `x`; `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`  
`sinh(x: Float): Float` Computes the hyperbolic sine of the value [x]. Special cases: `sinh(NaN)` is `NaN`; `sinh(+Inf)` is `+Inf`; `sinh(-Inf)` is `-Inf`  
`cosh(x: Float): Float` Computes the hyperbolic cosine of the value [x]. Special cases: `cosh(NaN)` is `NaN`; `cosh(+Inf|-Inf)` is `+Inf`  
`tanh(x: Float): Float` Computes the hyperbolic tangent of the value [x]. Special cases: `tanh(NaN)` is `NaN`; `tanh(+Inf)` is `1.0`; `tanh(-Inf)` is `-1.0`  
`asinh(x: Float): Float` Computes the inverse hyperbolic sine of the value [x]. The returned value is `y` such that `sinh(y) == x`. Special cases: `asinh(NaN)` is `NaN`; `asinh(+Inf)` is `+Inf`; `asinh(-Inf)` is `-Inf`  
`acosh(x: Float): Float` Computes the inverse hyperbolic cosine of the value [x]. The returned value is positive `y` such that `cosh(y) == x`. Special cases: `acosh(NaN)` is `NaN`; `acosh(x)` is `NaN` when `x < 1`; `acosh(+Inf)` is `+Inf`  
`atanh(x: Float): Float` Computes the inverse hyperbolic tangent of the value [x]. The returned value is `y` such that `tanh(y) == x`. Special cases: `atanh(NaN)` is `NaN`; `atanh(x)` is `NaN` when `x > 1` or `x < -1`; `atanh(1.0)` is `+Inf`; `atanh(-1.0)` is `-Inf`  
`hypot(x: Float, y: Float): Float` Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow. Special cases: returns `+Inf` if any of arguments is infinite; returns `NaN` if any of arguments is `NaN` and the other is not infinite  
`sqrt(x: Float): Float` Computes the positive square root of the value [x]. Special cases: `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`  
`exp(x: Float): Float` Computes Euler's number `e` raised to the power of the value [x]. Special cases: `exp(NaN)` is `NaN`; `exp(+Inf)` is `+Inf`; `exp(-Inf)` is `0.0`  
`expm1(x: Float): Float` Computes `exp(x) - 1`. This function can be implemented to produce more precise result for [x] near zero. Special cases: `expm1(NaN)` is `NaN`; `expm1(+Inf)` is `+Inf`; `expm1(-Inf)` is `-1.0`  
`expm1(x: Float, base: Float): Float` Computes the logarithm of the value [x] to the given [base]. Special cases: `log(x, b)` is `NaN` if either `x` or `b` are `NaN`; `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`; `log(+Inf, +Inf)` is `NaN`; `log(+Inf, b)` is

`+Inf` for `b > 1` and `-Inf` for `b < 1`.  
`log(0.0, b)` is `-Inf` for `b > 1` and `+Inf` for `b < 1`.  
 See also logarithm functions for common fixed bases: `[ln]`, `[log10]` and `[log2]`.

`fun log(x: Float, base: Float): Float`  
 Computes the natural logarithm (base `E`) of the value `x`.  
 Special cases: `ln(NaN)` is `NaN`, `ln(x)` is `NaN` when `x < 0.0`, `ln(+Inf)` is `+Inf`, `ln(0.0)` is `-Inf`.

`fun ln(x: Float): Float`  
 Computes the common logarithm (base 10) of the value `x`.  
 @see `[ln]` function for special cases.

`fun log10(x: Float): Float`  
 Computes the binary logarithm (base 2) of the value `x`.  
 @see `[ln]` function for special cases.

`fun log2(x: Float): Float`  
 Computes `ln(x + 1)`. This function can be implemented to produce more precise result for `x` near zero.  
 Special cases: `ln1p(NaN)` is `NaN`, `ln1p(x)` is `NaN` where `x < -1.0`, `ln1p(-1.0)` is `-Inf`, `ln1p(+Inf)` is `+Inf`.  
 @see `[ln]` function.

`fun ln1p(x: Float): Float`  
 Rounds the given value `x` to an integer towards positive infinity.  
 @return the smallest `Float` value that is greater than or equal to the given value `x` and is a mathematical integer.  
 Special cases: `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

`fun ceil(x: Float): Float`  
 Rounds the given value `x` to an integer towards negative infinity.  
 @return the largest `Float` value that is smaller than or equal to the given value `x` and is a mathematical integer.  
 Special cases: `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

`fun floor(x: Float): Float`  
 Rounds the given value `x` to an integer towards zero.  
 @return the value `x` having its fractional part truncated.  
 Special cases: `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

`fun truncate(x: Float): Float`  
 Rounds the given value `x` towards the closest integer with ties rounded towards even integer.  
 Special cases: `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

`fun round(x: Float): Float`  
 Returns the absolute value of the given value `x`.  
 Special cases: `abs(NaN)` is `NaN`.  
 @see `absoluteValue` extension property for `[Float]`.

`fun abs(x: Float): Float`  
 Returns the sign of the given value `x`: `-1.0` if the value is negative, `0.0` if the value is zero, `1.0` if the value is positive.  
 Special case: `sign(NaN)` is `NaN`.

`fun sign(x: Float): Float`  
 Returns the smaller of two values.  
 If either value is `NaN`, then the result is `NaN`.

`fun min(a: Float, b: Float): Float`  
 Returns the greater of two values.  
 If either value is `NaN`, then the result is `NaN`.

`fun max(a: Float, b: Float): Float`  
 Returns the cube root of `x`. For any `x`, `cbrt(-x) == -cbrt(x)`; that is, the cube root of a negative value is the negative of the cube root of that value's magnitude.  
 Special cases: If the argument is `NaN`, then the result is `NaN`.  
 If the argument is infinite, then the result is an infinity with the same sign as the argument.  
 If the argument is zero, then the result is a zero with the same sign as the argument.

`fun cbrt(x: Float): Float`  
 Raises this value to the power `x`.  
 Special cases: `b.pow(0.0)` is `1.0`, `b.pow(1.0) == b`, `b.pow(NaN)` is `NaN`, `NaN.pow(x)` is `NaN` for `x != 0.0`, `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`, `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer.

`fun Float.pow(x: Float): Float`  
 Raises this value to the integer power `n`.  
 See the other overload of `[pow]` for details.

`fun Float.pow(n: Int): Float`  
 Returns the absolute value of this value.  
 Special cases: `NaN.absoluteValue` is `NaN`.  
 @see `abs` function.

`val Float.absoluteValue: Float`  
 Returns the sign of this value: `-1.0` if the value is negative, `0.0` if the value is zero, `1.0` if the value is positive.  
 Special case: `NaN.sign` is `NaN`.

`val Float.sign: Float`



```

val defineUpperTaylor2Bound = \\\"\\\"\\n $defineTaylorNBound\\n var upper_taylor_2_bound
= 1/taylor_2_bound;\\n\\\"\\\"\\n\\ninternal const val defineUpperTaylorNBound = \\\"\\\"\\n
$defineUpperTaylor2Bound\\n var upper_taylor_n_bound =
1/taylor_n_bound;\\n\\\"\\\"\\n\\n],\"names\":[\"root\", \"factory\", \"Kotlin\", \"_\", \"a\", \"toString\", \"e\", \"arr\", \"b\", \"i\", \"n\", \"result\", \"arr
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he\", \"getPropertyRefMetadata\", \"obj1\", \"obj2\", \"objType\", \"str\", \"o\", \"POW_2_32\", \"OBJECT_HASH_CODE_PROPE
RTY_NAME\", \"getObjectHashCode\", \"hash\", \"getStringHashCode\", \"code\", \"low\", \"high\", \"value\", \"cachedObj\", \"lowB
its\", \"highBits\", \"opt_radix\", \"radix\", \"radixToPower\", \"size\", \"power\", \"radixLong\", \"div\", \"rem\", \"remDiv\", \"intval\", \"digi
ts\", \"val\", \"bit\", \"other\", \"thisNeg\", \"otherNeg\", \"a48\", \"a32\", \"a16\", \"a00\", \"b48\", \"b32\", \"b16\", \"b00\", \"c48\", \"c32\", \"c16\", \"c
00\", \"halfThis\", \"approx\", \"res\", \"log2\", \"delta\", \"approxRes\", \"approxRem\", \"numBits\", \"id\", \"declaration\", \"tag\", \"fun\", \"ty
pe\", \"object\", \"klass\", \"fn\", \"abiVersion\", \"moduleName\", \"data\", \"qualifier\", \"typeParameter\", \"throwMarkerError\", \"defa
ultValue\", \"typeA\", \"ia\", \"imul\", \"buf\", \"bufFloat64\", \"bufFloat32\", \"bufInt32\", \"lowIndex\", \"highIndex\", \"x\", \"searchStrin
g\", \"position\", \"subjectString\", \"lastIndex\", \"epsilon\", \"taylor_2_bound\", \"taylor_n_bound\", \"upper_taylor_2_bound\", \"u
pper_taylor_n_bound\", \"y\", \"y1\", \"asinh\", \"x3\", \"y3\", \"x2\", \"x4\", \"length\", \"log\", \"LN2\", \"asUInt\", \"O\", \"len\", \"start\", \"relativ
eStart\", \"k\", \"end\", \"relativeEnd\", \"finalValue\", \"normalizeOffset\", \"offset\", \"typedArraySlice\", \"begin\", \"arrays\", \"Typed
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AAC,SAAD,CAAX,EA AW,B,OA Ax,B,C;SAEL,IAAI,OAAO,OAAQ,KAAI,QAAvB,C,CAAiC;A,IACIC,OAAO,C
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,MAAN,C;;CAEd,CAAC,IAAD,WAAgB,CAACC,MAAD,E;EACb,IAAIC,IAAI,M;ECPU;;IAAtB,MAAsB,CAAf
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```

I,CAAR,EAAWC,IAAI,GAAJA,CAAQ,MAAxB,EAAGC,CAAE,GAAE,CAApC,EA AU C,CAAC,EAAXC,C,CAA4 C;A,MACx C,MAAO,GAAqB,CAAjB,EAAG,GAAE,MAAO,GAAE,CAAG,IAAE,MAAe,CAAR,QAAQ,CAAC, GAAG,CAAC,CAAD,CAAJ,CAAU,GAAE,C;;IAE7D,OAAO,M;G;EAGX,MAAyB,CAAIB,iBAakB,YAAW,CA ACH,GAAD,E;IAC hC,OAAO,MAAiD,CAAIC,MAA0C,CAAnC,WAAmC,CAAvB,uBAAuB,CAAC,GAAD,C;G ;EAG5D,MAA0B,CAAnB,kBAAmB,YAAW,CAACK,KAAD,E;IACjC,KAAU,CAAJ,IAAI,CAAC,MAAD,CAA Q,eAAR,C;G;ECpFQ;;;IAAtB,MAAsB,CAAf,cAAe,YAAU,CAACC,I,EAAMC,CAAP,E;IAC5B,CAAe,CAAb,Y AAa,GAAE,I;IACjB,OAAO,C;G;EAGX,MAA8B,CAAvB,sBAAuB,YAAU,CAACD,I,EAAME,U,EAAYC,M,EA AQC,MAA3B,E;IACpC,MAAW,CAAJ,GAAL,GAAE,M;IACb,MAAW,CAAJ,GAAL,GAAE,M;IACb,MAAoB,CA Ab,YAAa,GAAE,I;IACtB,OAAO,mBAAmB,CAAC,MAAD,EAAS,MAAT,EAaiB,6BAA6B,CAAC,UAAD,CAA 9C,C;G;8BAGFC,CAACC,G,EAAKF,M,EAAQG,KAAfE,E;IACxB,GAAe,CAAX,UAAW,GAAE,sBAAsB,CAA C,OAAO,MAAO,KAAI,UAAW,GAAE,KA AF,CAAQ,OAAR,GAakB,KAAIB,CAAwB,SAAtD,C;IACvC,GAAg B,CAAZ,WAAY,GAAE,G;IACIB,OAAO,G;G;EAGX,IAAIG,gCAAgC,CAC hC,CACI,OADJ,EACa,CAAE,KA AF ,EAAS,IAAT,EAAe,oBAAf,WAA8C,CAAA,E;IACnD,OAAO,MAAP,CAAc,MAAd,CAAqB,OAARb,CAA6B,iB; GADxB,CADb,EAI,SAJJ,EAIe,CAAE,KA AF,EAAS,IAAT,EAAe,oBAAf,WAA8C,CAAA,E;IACrD,OAAO,MA AP,CAAc,MAAd,CAAqB,OAARb,CAA6B,U;GADtB,CAJf,CADgC,EAS hC,CACI,OADJ,EACa,CAAE,KA AF,EAAS,IAAT,EAAe,oBAAf,WAA8C,CAAA,E;IACnD,OAAO,MAAP,CAAc,MAAd,CAAqB,OAARb,CAA6B,iB;G ADxB,CADb,EAI,SAJJ,EAIe,CAAE,KA AF,EAAS,IAAT,EAAe,oBAAf,WAA8C,CAAA,E;IACrD,OAAO,MAA P,CAAc,MAAd,CAAqB,OAARb,CAA6B,U;GADtB,CAJf,CATgC,C;iCAmBLC,CAACF,KAAD E,E;IAC3B,IAAI, KAAY,CAAN,KAAM,KAAI,IAApB,C,CAA0B;A,MACtB,KAAY,CAAN,KAAM,GAAE,CACV,UADU,EACE,C AAC,KAA0B,CAApB,oBAAoB,EAA3B,CADF,EA EV,SAFU,EAEC,IAFD,EAGV,SAHU,EAGC,EAHD,EAI V,U AJU,EAIE,EAJF,EAKV,KALU,EAKH,EALG,EAMV,aANU,EAMK,EANL,C;;IASIB,OAAO,KAAP,CAAa,K;G; EChDF;;;IAAf,MAAe,CAAR,OAAQ,YAAW,CAACIB,CAAD,E;IACtB,OAAoB,CAAZ,CAAE,GAAE,KAAQ,K AAG,EAAG,IAAG,E;G;EAGjC,MAAc,CAAP,MAAO,YAAW,CAACA,CAAD,E;IACrB,OAAkB,CAAV,CAAE, GAAE,GAAM,KAAG,EAAG,IAAG,E;G;EAG/B,MAAc,CAAP,MAAO,YAAW,CAACA,CAAD,E;IACrB,OAAO ,CAAE,GAAE,K;G;EAGf,MAAoB,CAAb,YAAa,YAAW,CAACA,CAAD,E;IAC3B,OAAO,CAAE,YAAW,MAA X,CAAKB,IAAK,GAAE,CAAF,GAAM,MAAsB,CAAF,IAAe,CAAV,UAAU,CAAC,CAAD,C;G;EAGhE,MAAmB ,CAAZ,WAAY,YAAW,CAACA,CAAD,E;IAC1B,OAAO,CAAE,YAAW,MAAX,CAAKB,IAAK,GAAE,CAAO,C AAL,KAAK,EAAT,GAAC,MAAKB,CAAX,WAAW,CAAC,CAAD,C;G;EAGpE,MAAqB,CAAd,aAAc,YAAW,C AACa,CAAD,E;IAC5B,OAAO,MAAc,CAAP,OAAO,CAAC,MAAKB,CAAX,WAAW,CAAC,CAAD,CAAnB,C; G;EAGzB,MAAoB,CAAb,YAAa,YAAW,CAACA,CAAD,E;IAC3B,OAAO,MAAa,CAAN,MAAM,CAAC,MAAK B,CAAX,WAAW,CAAC,CAAD,CAAnB,C;G;EAGxB,MAAsB,CAAF,cAAe,YAAW,CAACA,CAAD,E;IAC7B,O AAO,CAAC,C;G;EAGZ,MAAoB,CAAb,YAAa,YAAW,CAACA,CAAD,E;IAC3B,OAAO,MAAa,CAAN,MAAM, CAAC,MAAKB,CAAX,WAAW,CAAC,CAAD,CAAnB,C;G;EAGxB,MAAmB,CAAZ,WAAY,YAAU,CAACA,C AAD,E;IACzB,IAAI,CAAE,GAAE,UAAAR,C;MAAoB,OAAO,U;IAC3B,IAAI,CAAE,GAAE,WAAR,C;MAAqB, OAAO,W;IAC5B,OAAO,CAAE,GAAE,C;G;EAGf,MAAmB,CAAZ,WAAY,YAAW,CAACA,CAAD,E;IAC1B,I AAI,CAAE,IAAG,IAAT,C;MAAe,OAAO,C;IACtB,IAAI,CAAE,YAAW,MAAX,CAAKB,SAAXB,C;MAAmC,OA AO,C;IAC1C,OAAO,IAAI,MAAJ,CAAW,SAAX,CAAqB,CAArB,C;G;EAGX,MAAiB,CAAV,SAAU,YAAU,CA ACA,CAAD,E;IACvB,IAAI,CAAE,IAAG,IAAT,C;MAAe,OAAO,C;IACtB,OAAO,MAAa,CAAN,MAAM,CAAC ,CAAD,C;G;ECIDV;;;IAAd,MAAc,CAAP,MAAO,YAAW,CAACmB,I,EAAMC,IAAP,E;IACrB,IAAI,IAAK,IAA G,IAAZ,C,CAAKB;A,MACd,OAAO,IAAK,IAAG,I;;IAGnB,IAAI,IAAK,IAAG,IAAZ,C,CAAKB;A,MACd,OAAO ,K;;IAGX,IAAI,IAAK,KAAI,IAAb,C,CAAmB;A,MACf,OAAO,IAAK,KAAI,I;;IAGpB,IAAI,OAAO,IAAK,KAAI ,QAAS,IAAG,OAAO,IAAP,CAAY,MAAO,KAAI,UAAvD,C,CAAmE;A,MAC/D,OAAO,IAAW,CAAN,MAAM, CAAC,IAAD,C;;IAGtB,IAAI,OAAO,IAAK,KAAI,QAAS,IAAG,OAAO,IAAK,KAAI,QAAhD,C,CAA0D;A,MAC tD,OAAO,IAAK,KAAI,IAAK,KAAI,IAAK,KAAI,CAAE,IAAG,CAAE,GAAE,IAAK,KAAI,CAAE,GAAE,IAAn C,C;;IAGzB,OAAO,IAAK,KAAI,I;G;EAGpB,MAAgB,CAAT,QAAS,YAAW,CAACL,GAAD,E;IACvB,IAAI,GA AI,IAAG,IAAX,C,CAAiB;A,MACb,OAAO,C;;IAEX,IAAIM,UAAU,OAAO,G;IACrB,IAAI,QAAS,KAAI,OAjB ,C,CAA0B;A,MACtB,OAAO,UAAW,KAAI,OAAO,GAAP,CAAW,QAAS,GAAE,GAAY,CAAR,QAAQ,EAAd,G AAmB,iBAAiB,CAAC,GAAD,C;;IAEIF,IAAI,UAAW,KAAI,OAAAnB,C,CAA4B;A,MACxB,OAAO,iBAAiB,CA



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,EAAsBC,MAAM,CAA5B,EAA+BC,MAAM,C;IACrC,GAAl,IAAG,GAAl,GAAE,G;IACb,GAAl,IAAG,GAAl,K  
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,I;;IAGrB,IAAI,IAAe,CAAV,UAAU,CAAC,MAAD,CAAQ,IAAR,CAAa,SAAb,CAAnB,C,CAA4C;A,MAC1C,O  
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QoB/thBP,EpB+thBiB,CoB/thBjB,C;;QpBiuhBd,OAAO,Q;O;KAjBX,C;8FAoBA,uBAAA,E;MAAA,8D;MoB5uh  
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AS,UAAK,CAAL,CAAT,C;QACF,+B;QAAb,aAAU,CAAV,iB;UACI,QAAQ,SAAS,UAAK,CAAL,CAAT,C;UA  
CR,WoBnvhBG,MAAO,KpBmvhBO,QoBnvhBP,EpBmvhBiB,CoBnvhBjB,C;;QpBqvhBd,OAAO,Q;O;KAjBX,C;  
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,iB;UACI,QAAQ,SAAS,sBAAK,CAAL,EAAT,C;UACR,WoBvwhBG,MAAO,KpBuwhBO,QoBvwhBP,EpBuwhB  
iB,CoBvwhBjB,C;;QpBywhBd,OAAO,Q;O;KAjBX,C;8FAoBA,uBAAA,E;MAAA,8D;MoB/xhBA,iB;MpB+xhBA  
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CAAT,C;QACF,+B;QAAb,aAAU,CAAV,iB;UACI,QAAQ,SAAS,UAAK,CAAL,CAAT,C;UACR,WoBtyhBG,MA  
AO,KpBsyhBO,QoBtyhBP,EpBsyhBiB,CoBtyhBjB,C;;QpBwyhBd,OAAO,Q;O;KAjBX,C;8FAoBA,uBAAA,E;M  
AAA,8D;MoBnzhBA,iB;MpBmzhBA,iB,mBAAA,E;QAaiB,Q;QAFb,IA9mTO,qBAAQ,CA8mTf,C;UAAe,OAAO,  
I;QACtB,eAAe,SAAS,UAAK,CAAL,CAAT,C;QACF,+B;QAAb,aAAU,CAAV,iB;UACI,QAAQ,SAAS,UAAK,C  
AAL,CAAT,C;UACR,WoB1zhBG,MAAO,KpB0zhBO,QoB1zhBP,EpB0zhBiB,CoB1zhBjB,C;;QpB4zhBd,OAAO  
,Q;O;KAjBX,C;+FAoBA,uBAAA,E;MAAA,8D;MoBv0hBA,iB;MpBu0hBA,iB,mBAAA,E;QAaiB,Q;QAFb,IA1n  
TO,qBAAQ,CA0nTf,C;UAAe,OAAO,I;QACtB,eAAe,SAAS,UAAK,CAAL,CAAT,C;QACF,+B;QAAb,aAAU,CA  
AV,iB;UACI,QAAQ,SAAS,UAAK,CAAL,CAAT,C;UACR,WoB90hBG,MAAO,KpB80hBO,QoB90hBP,EpB80h  
BiB,CoB90hBjB,C;;QpBg1hBd,OAAO,Q;O;KAjBX,C;+FAoBA,uBAAA,E;MAAA,8D;MoB31hBA,iB;MpB21hB

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BG,MoBlvtBH,EpBqptBH,KoBrptBG,CpBkvtBe,MoBlvtBf,C;MpBmvtBd,WAAW,iBAAa,IAAb,C;MACX,aAAU,  
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CkdD,EpCldC,CoCkdX,C;W;S;OAAF,C;MAPhC,iB,oBAAA,E;QAOmB,4BAAR,O;QAAQ,uB;+BxC2yBnB;A,U  
ANI,0D;YACI,IwCtyB0B,UpCldW,gBJwvCvB,YAAK,KAAL,CixvCuB,CoCkdX,CxCsyB1B,C;cACI,sBAAO,K;c  
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B;A,UANKB,Q;UAAA,OAAQ,SAAR,wBAAQ,CAAR,W;UAAAd,OAAC,cAAAd,C;YAAc,uB;YACV,IwCp5ByB,Ur  
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/B,+B;wBsCugB+B,C,iBAAA,E;UAAA,iB,EAAA,E;YAAE,yBtC7fS,esC6fC,EtC7fD,CsC6fT,C;W;S;OAAF,C;M  
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BreA,+B;MmBqeA,iB,SAAA,E;QAWI,OnBtesC,emBsevB,eAAR,OAAQ,CnBteuB,C;O;KmB2d1C,C;iFAcA,uBA  
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;UAAc,uB;UACV,cAAc,sBAAK,KAAL,C;UACd,IAAI,UAAU,OAAV,CAAJ,C;YAAwB,OAAO,O;;QAEEnC,MA  
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S,B,OAAtB,EAA+B,IAA/B,C  
;K;0BAGX,C,6BAAA,E;MAWI,oCAAA,2BAAkB,SAAlB,EAA6B,OAA7B,YAAsC,MAAtC,C;MACb,OAAY,SA  
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B,I;MIC01BjB,OkCz1BO,K;K;0BIC41BX,C,6BAAA,E;MAUI,oCAAA,2BAAkB,SAAlB,EAA6B,OAA7B,YAAs  
C,MAAtC,C;MACb,OAAY,SAAY,OAAM,SAAN,EAAiB,OAAjB,C;K;0BAG5B,C,6BAAA,E;MAUI,oCAAA,2BA  
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ylChB,C,sCAAA,E;MAW8C,yB;QAAA,YAAiB,C;MAAG,uB;QAAA,oBAAe,M;MAC7E,oCAAA,2BAAkB,SAAl  
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,C;MAAT,S;QAAC,OoC9SF,KpC8SE,IAq3GT,0BAAR,OAAQ,C;;MAr3GT,U;MAAA,S;QAAA,SAAsC,sBoC9St  
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Cd,EAAE,aAAf,IAaMB,W;MACnB,EAAE,WAAf,IAAiB,S;MACjB,EAAE,YAAf,IAaKB,U;MACiB,EAAE,YA  
Af,IAaKB,U;MACiB,EAAE,QAAf,IAAc,M;MACd,EAAE,YAAf,IAaKB,U;MACiB,EAAE,YAAf,IAaKB,U;M  
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,O;MACf,OAAO,C;K;iIAsDX,C,4LAAA,E;MAEyC,qB;QAAA,QAAqB,S;MAAW,sB;QAAA,SAAsB,S;MAAW,2  
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,YAAf,IAaKB,U;MACiB,EAAE,YAAf,IAaKB,U;MACiB,EAAE,kBAaf,IAAwB,gB;MACxB,EAAE,iBAaf,IA  
AuB,e;MACvB,EAAE,kBAaf,IAAwB,gB;MACxB,EAAE,SAaf,IAAe,O;MACf,EAAE,cAAf,IAAoB,Y;MACpB  
,EAAE,UAAf,IAAgB,Q;MACHB,EAAE,SAaf,IAAe,O;MACf,OAAO,C;K;+HAYX,C,sMAAA,E;MAEW,C,wB;Q  
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Ad,EAA2B,SAuGoC,CvGpC,CAA3B,C;;YAsGH,W;W;S;OADO,C;MARf,iB,mBAAA,E;QAQI,sBAAW,kCAA  
X,C;O;KARJ,C;oFAaA,uBAAA,E;MAAA,oC;4BAQe,C,iDAAA,E;QAAA,iB,IAAA,E;UACP,sBAAsB,WAA Y,S  
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ArB,C;;UAuGd,W;S;O;MATR,iB,+BAAA,E;QAQI,sBAAW,8CAAX,C;O;KARJ,C;SGAaA,uBAAA,E;MAAA,sC;  
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A,e;MAAA,iB;MAAA,uB;K;gDAAA,CAAA,E;MAAA,gDAAA,E;O;MAKI,wG;MACA,wG;MACA,8F;K;;kEAF  
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A/B,CjF0ZgD,gBAAO,EAAP,C;MiFzZtD,yBAAO,QAAP,CjFyZsD,gBAAO,EAAP,C;MiFxZtD,yBAAO,+BAAP,  
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C,kFAAA,E;MAmHxB,gD;MAIHA,gC;MAGA,kC;MAEA,oC;MAGA,kC;MAEA,4B;MAEA,4B;K;2DAIA,CAA  
A,E;MjFsUmB,gBAAhB,sB;MiFrUC,yBAAO,iBAAP,CjF8WkD,gBAAO,EAAP,C;MiF7WID,wCAA+B,MAA/B,  
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;UANoE,uC;aAOpE,G;UAPoE,sC;;UAQ5D,MAAM,gCAAYB,uCAAoC,SAATD,C;;K;kCAGIB,C,wBAAA,E;MA  
GQ,KAAc,eAAD,C;QAEQ,IADE,OACF,Q;UAHZ,sC;;UAIoB,MAAM,gCAAYB,4EAAqD,OAARd,CAAzB,C;;Q  
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B;K;;+CAR9C,CAAA,E;MAQgC,iB;K;+CARhC,CAAA,E;MAQ8C,oB;K;iDAR9C,C,eAAA,E;MAAA,sBAQgC,q  
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T7D,+B;MiB/OA,iB,KAAA,E;QAEyD,OAMD,eAAM,IAAU,CAAL,IAAK,WjBgPnC,eAAW,oBiBtPoB,KjBsPpB,  
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D,sB;MAT7D,+B;MkB/PA,iB,KAAA,E;QAEuD,OAGC,eAAM,IAAU,CAAL,IAAK,WlBmQnC,eAAW,oBkbtQk  
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,E;UAAW,oBAAK,KAAL,EnC4MV,I;S;O;MmCvNzC,iB,UAAA,E;QAWI,OOAO,qBAAY,gCAAW,IAAX,GAAi  
B,wBAAjB,CAAZ,C;O;KAXX,C;6FAcA,C,QAAA,E;MAGwE,e;K;uB2M3ExE,C,gBAAA,E;MAQ2D,OAAa,WA  
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+O3Rc,S/O2Rd,CAAL,IAAK,CAAL,iB+O3RiC,EAAS,KAAT,C;K;uBAExE,C,gBAAA,E;MAOgD,uBAAc,SAAd  
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TIWK,OSUY,UAAgB,CAwVjC,UT3VF,uBAA3B,IAAI,oBAAuB,CS2VE,CaxViC,EAAL,IAAK,MTHd,gCSGc,E



DzC,EAC8C,EAD9C,EAE7B,EAF6B,EAExB,EAfwB,EAEnB,EAfmB,EAEd,EAfc,EAET,EAfS,EAEJ,EAfI,EA  
EC,EAfD,EAEM,EAfN,EAeW,EAfX,EAegB,EAfhB,EAeqB,EAfrB,EAE0B,EAf1B,EAE+B,EAf/B,EAEoC,G  
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H1B,EAG+B,GAH/B,EAGoC,GAHpC,EAGyC,GAHzC,EAG8C,GAH9C,EAI7B,GAJ6B,EAIxB,GAJwB,EAIInB,  
GAJmB,EAIId,GAJc,EAIT,EAJS,EAIJ,EAJI,EAIC,EAJD,EAIM,EAJN,EAIW,EAJX,EAIgB,EAJhB,EAIqB,EAJrB,  
EAI0B,EAJ1B,EAI+B,EAJ/B,EAIoC,EAJpC,EAIyC,EAJzC,EAI8C,EAJ9C,E;IASc,kBAAd,eAAS,GAAT,C;IACx  
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C11CzB,W6KmCkC,yB7KnCIC,C;;;CrEjFX,E;}

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Pako 1.0.11

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lie 3.3.0

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readable-stream 2.3.7

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set-immediate-shim 1.0.1

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Module Name: immediate

Version: 3.0.6

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core-util-is@1.0.3

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inherits@2.0.4

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isarray@1.0.0

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process-nextick-args@2.0.1

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safe-buffer@5.2.1

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string\_decoder@1.3.0

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util-deprecate@1.0.2

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include/GL/gltext.h  
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include/GL/wglxext.h :

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## Double-conversion v1.1.5

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|                | GL/gltext.h        | Khronos        |
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Mesa 3-D  
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```
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include/GL/glxext.h
include/GL/wglxext.h :
```

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# 1.234 jackson-databind 2.15.3

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## 1.235 json-java 20231013



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# 1.236 curl 8.4.0-DEV

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The following artifacts are EPL and CDDL 1.0.

- \* org.eclipse.jetty.orbit:javafx.mail.glassfish

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#### Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- \* javax.servlet:javax.servlet-api
- \* javax.annotation:javax.annotation-api
- \* javax.transaction:javax.transaction-api
- \* javax.websocket:javax.websocket-api

-----

#### Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- \* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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#### OW2

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org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

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org.apache.tomcat:tomcat-el-api

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
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org.apache.tomcat:tomcat-jasper-el  
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\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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\* org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.  
\* org.eclipse.jetty.orbit:javafx.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.  
<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api  
\* javax.annotation:javax.annotation-api  
\* javax.transaction:javax.transaction-api  
\* javax.websocket:javax.websocket-api

-----  
Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN

module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons  
org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec  
org.apache.taglibs:taglibs-standard-impl

-----  
MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp  
org.apache.tomcat:tomcat-jasper  
org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
org.apache.tomcat:tomcat-el-api  
org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-api  
org.apache.tomcat:tomcat-util-scan  
org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el  
org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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Mortbay

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.240 jetty 9.4.53.v20231009

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The following artifacts are EPL and ASL2.

\* org.eclipse.jetty.orbit:javafx.security.auth.message

The following artifacts are EPL and CDDL 1.0.

\* org.eclipse.jetty.orbit:javafx.mail.glassfish

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#### Oracle

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

-----

#### Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

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org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

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org.eclipse.jetty.toolchain:jetty-schemas

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org.apache.tomcat:tomcat-jsp-api  
org.apache.tomcat:tomcat-el-api  
org.apache.tomcat:tomcat-jasper-el  
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org.apache.tomcat:tomcat-util-scan  
org.apache.tomcat:tomcat-util

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Eclipse

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\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

The following artifacts are EPL and ASL2.

\* org.eclipse.jetty.orbit:javax.security.auth.message

The following artifacts are EPL and CDDL 1.0.

\* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

The following artifacts are ASL2 licensed.

org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api



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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.243 jetty-security 9.4.53.v20231009

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The following artifacts are EPL and CDDL 1.0.

- \* org.eclipse.jetty.orbit:javax.mail.glassfish

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<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

- \* javax.servlet:javax.servlet-api
- \* javax.annotation:javax.annotation-api
- \* javax.transaction:javax.transaction-api
- \* javax.websocket:javax.websocket-api

-----

## Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

- \* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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## OW2

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- org.ow2.asm:asm-commons
- org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-impl

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org.mortbay.jasper:apache-jsp  
org.apache.tomcat:tomcat-jasper  
org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
org.apache.tomcat:tomcat-el-api  
org.apache.tomcat:tomcat-jasper-el  
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org.apache.tomcat:tomcat-util-scan  
org.apache.tomcat:tomcat-util

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org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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#### Oracle OpenJDK

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- \* java.sun.security.ssl

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org.apache.tomcat:tomcat-juli  
org.apache.tomcat:tomcat-jsp-api  
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org.apache.tomcat:tomcat-jasper-el  
org.apache.tomcat:tomcat-api  
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Eclipse

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\* org.eclipse.jetty.orbit:org.eclipse.jdt.core

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\* org.eclipse.jetty.orbit:javax.security.auth.message

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\* org.eclipse.jetty.orbit:javax.mail.glassfish

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Oracle

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

\* javax.servlet:javax.servlet-api

\* javax.annotation:javax.annotation-api

\* javax.transaction:javax.transaction-api

\* javax.websocket:javax.websocket-api

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Oracle OpenJDK

If ALPN is used to negotiate HTTP/2 connections, then the following artifacts may be included in the distribution or downloaded when ALPN module is selected.

\* java.sun.security.ssl

These artifacts replace/modify OpenJDK classes. The modifications

are hosted at github and both modified and original are under GPL v2 with classpath exceptions.

<http://openjdk.java.net/legal/gplv2+ce.html>

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OW2

The following artifacts are licensed by the OW2 Foundation according to the terms of <http://asm.ow2.org/license.html>

org.ow2.asm:asm-commons

org.ow2.asm:asm

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Apache

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org.apache.taglibs:taglibs-standard-spec

org.apache.taglibs:taglibs-standard-impl

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MortBay

The following artifacts are ASL2 licensed. Based on selected classes from following Apache Tomcat jars, all ASL2 licensed.

org.mortbay.jasper:apache-jsp

org.apache.tomcat:tomcat-jasper

org.apache.tomcat:tomcat-juli

org.apache.tomcat:tomcat-jsp-api

org.apache.tomcat:tomcat-el-api

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-api

org.apache.tomcat:tomcat-util-scan

org.apache.tomcat:tomcat-util

org.mortbay.jasper:apache-el

org.apache.tomcat:tomcat-jasper-el

org.apache.tomcat:tomcat-el-api

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Mortbay

The following artifacts are CDDL + GPLv2 with classpath exception.

<https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html>

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

The UnixCrypt.java code implements the one way cryptography used by Unix systems for simple password protection. Copyright 1996 Aki Yoshida, modified April 2001 by Iris Van den Broeke, Daniel Deville.

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## 1.246 pcre 10.42

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/\*\*

\* Utility class for { @link ByteBuf } that encodes and decodes to and from  
\* [Base64](https://en.wikipedia.org/wiki/Base64) notation.

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\* Base64 Encoder/Decoder</a>.

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Found in path(s):

\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/base64/Base64.java

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- \* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/LzfEncoder.java
- \*
- /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/Bzip2MoveToFrontTable.java
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- \* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/SnappyFramedEncoder.java
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- \*



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/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/FastLz.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2MTFAndRLE2StageEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2Encoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/AsciiHeadersEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanAllocator.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2DivSufSort.java
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/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageDecoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2HuffmanStageEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/MessageAggregationException.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Bzip2BlockDecompressor.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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*
/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/FastLzFrameDecoder.java
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image/io.netty.netty-codec/native-image.properties
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/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/LengthFieldPrepender.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/ByteToMessageCodec.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/ReplayingDecoderByteBuf.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/ZlibEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/package-info.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/ObjectDecoderInputStream.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/SoftReferenceMap.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/CachingClassResolver.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/ZlibWrapper.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/MessageToByteEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/UnsupportedMessageTypeException.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/MessageToMessageEncoder.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/MarshallerProvider.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/LineBasedFrameDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/string/StringDecoder.java  
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/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/base64/package-info.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/CompatibleMarshallingEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/bytes/ByteArrayDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/JZlibEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/ThreadLocalMarshallerProvider.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/CodecException.java  
\*  
/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/ZlibDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/ReplayingDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/MessageToMessageCodec.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/JZlibDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoderOutputStream.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/protobuf/package-info.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/serialization/ObjectEncoder.java  
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/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/LimitingByteInput.java  
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jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/serialization/CompactObjectOutputStream.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/marshalling/MarshallingEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/string/package-info.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/package-info.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/serialization/WeakReferenceMap.java
*
/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/DecoderException.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/marshalling/ChannelBufferByteOutput.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/PrematureChannelClosureException.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/serialization/CompatibleObjectEncoder.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/SnappyFrameDecoder.java
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/serialization/ClassLoaderClassResolver.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/string/StringEncoder.java

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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/DefaultMarshallerProvider.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/package-info.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/CorruptedFrameException.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/EncoderException.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/bytes/package-info.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/UnmarshallerProvider.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/MarshallingDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/marshalling/DefaultUnmarshallerProvider.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/DecoderResult.java

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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/DefaultHeadersImpl.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/CharSequenceValueConverter.java  
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/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/ValueConverter.java

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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/EncoderUtil.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/SnappyOptions.java

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jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/ProtocolDetectionResult.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/UnsupportedValueConverter.java  
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```
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*/
/**
* Enumeration of supported Base64 dialects.
* <p>
* The internal lookup tables in this class has been derived from
* Robert
 Harder's Public Domain
* Base64 Encoder/Decoder.
*/
```

Found in path(s):

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/base64/Base64Dialect.java
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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/GzipOptions.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/ZstdConstants.java
```

```
*
/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Brotli.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/BrotliOptions.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/ZstdOptions.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/DeflateOptions.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
```



jar/io/netty/handler/codec/compression/BrotliEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/compression/CompressionOptions.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/compression/Zstd.java  
\*  
/opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/compression/BrotliDecoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/compression/ZstdEncoder.java  
\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-  
jar/io/netty/handler/codec/compression/StandardCompressionOptions.java  
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jar/io/netty/handler/codec/compression/Lz4XXHash32.java  
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```

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*/
/**
* A decoder that splits the received {@link ByteBuf}s dynamically by the
* value of the length field in the message. It is particularly useful when you
* decode a binary message which has an integer header field that represents the
* length of the message body or the whole message.
*
<p>
* {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
* that it can decode any message with a length field, which is often seen in
* proprietary client-server protocols. Here are some example that will give
* you the basic idea on which option does what.
*
<h3>2 bytes length field at offset 0, do not strip header</h3>
*
* The value of the length field in this example is <tt>12 (0x0C)</tt> which
* represents the length of "HELLO, WORLD". By default, the decoder assumes
* that the length field represents the number of the bytes that follows the
* length field. Therefore, it can be decoded with the simplistic parameter
* combination.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* initialBytesToStrip = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +-----+-----+ +-----+-----+
* | Length | Actual Content
* |---->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" | | 0x000C | "HELLO, WORLD" |
* +-----+-----+ +-----+-----+
* </pre>
*
<h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = 0
* initialBytesToStrip = 2 (= the length of the Length field)
*

```

```

* BEFORE DECODE (14 bytes) AFTER DECODE (12 bytes)
* +-----+-----+ +-----+
* | Length | Actual Content |---->| Actual Content |
* | 0x000C | "HELLO, WORLD" | | "HELLO, WORLD" |
* +-----+-----+ +-----+
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.

```

```

* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 2
* lengthAdjustment = -2 (= the length of the Length field)
* initialBytesToStrip = 0
*

```

```

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +-----+-----+ +-----+-----+
* | Length | Actual Content |---->| Length | Actual
* Content |
* | 0x000E | "HELLO, WORLD" | | 0x000E | "HELLO, WORLD" |
* +-----+-----+ +-----+-----+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*

```

The following message is a simple variation of the first example. An extra header value is prepended to the message. <tt>lengthAdjustment</tt> is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

```

* <pre>
* lengthFieldOffset = 2 (= the length of Header 1)
* lengthFieldLength = 3
* lengthAdjustment = 0
* initialBytesToStrip = 0
*

```

```

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +-----+-----+-----+ +-----+-----+-----+
* | Header 1 | Length | Actual Content |---->| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |

```

```

| 0xCAFE | 0x00000C | "HELLO, WORLD" |
* +-----+-----+-----+-----+-----+-----+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 3
* lengthAdjustment = 2 (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +-----+-----+-----+-----+-----+-----+
* | Length | Header 1 | Actual Content |---->| Length | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE | "HELLO, WORLD" | | 0x00000C | 0xCAFE | "HELLO,
* WORLD" |
* +-----+-----+-----+-----+-----+-----+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
*
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* lengthAdjustment = 1 (= the length of HDR2)
* initialBytesToStrip = 3 (= the length of HDR1 +
* LEN)
*
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |---->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+-----+-----+
* </pre>
*

```

```

* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field, the length field
* represents the length of the whole message</h3>
*
* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because
the length field already includes the whole header length.
* <pre>
* lengthFieldOffset = 1
* lengthFieldLength = 2
* lengthAdjustment = -3 (= the length of HDR1 + LEN, negative)
* initialBytesToStrip = 3
*
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
* +-----+-----+-----+-----+ +-----+-----+
* | HDR1 | Length | HDR2 | Actual Content |---->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" | | 0xFE | "HELLO, WORLD" |
* +-----+-----+-----+-----+ +-----+-----+
* </pre>
* @see LengthFieldPrepender
*/

```

Found in path(s):

```

* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/EmptyHeaders.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/Headers.java
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*/
```

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jar/io/netty/handler/codec/compression/JdkZlibDecoder.java
```

```
* /opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/compression/Crc32c.java
```

```
*
```

```
/opt/cola/permits/1845709715_1699909368.4920034/0/netty-codec-4-1-101-final-sources-
jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/ByteBufChecksum.java

\*

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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/DatagramPacketEncoder.java

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\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/compression/CompressionUtil.java

\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/string/LineSeparator.java

\* /opt/cola/permits/1845709715\_1699909368.4920034/0/netty-codec-4-1-101-final-sources-jar/io/netty/handler/codec/DateFormat.java

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jar/io/netty/bootstrap/ChannelInitializerExtensions.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/bootstrap/ChannelInitializerExtension.java
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jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/PreferHeapByteBufAllocator.java
*
```



```
/opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/bootstrap/BootstrapConfig.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/bootstrap/ServerBootstrapConfig.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/DefaultSelectStrategyFactory.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/SelectStrategyFactory.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/WriteBufferWaterMark.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/socket/DuplexChannel.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/group/VoidChannelGroupFuture.java
*
/opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/ChannelOutboundInvoker.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/DefaultSelectStrategy.java
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/ChannelInboundInvoker.java
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\*

/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/local/LocalServerChannel.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/FileRegion.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/oio/OioEventLoopGroup.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelPromise.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/DefaultServerSocketChannelConfig.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/EventLoopGroup.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/package-info.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/oio/AbstractOioByteChannel.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/nio/AbstractNioByteChannel.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelPipeline.java  
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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/oio/AbstractOioMessageChannel.java  
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* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/META-
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INF/maven/io.netty/netty-transport/pom.xml

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ServerChannelRecvByteBufAllocator.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/StacklessClosedChannelException.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/DuplexChannelConfig.java

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\*/

/\*\*

\* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in  
 \* its { @link ChannelPipeline}.

\*

\* <h3>Sub-types</h3>

\* <p>

\* { @link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its  
 subtypes:

\* <ul>

\* <li>{ @link  
 ChannelInboundHandler} to handle inbound I/O events, and</li>

\* <li>{ @link ChannelOutboundHandler} to handle outbound I/O operations.</li>

\* </ul>

\* </p>

\* <p>

\* Alternatively, the following adapter classes are provided for your convenience:

\* <ul>

\* <li>{ @link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>

\* <li>{ @link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>

\* <li>{ @link ChannelDuplexHandler} to handle both inbound and outbound events</li>

\* </ul>

\* </p>

\* <p>

\* For more information, please refer to the documentation of each subtype.

\* </p>

\*

\* <h3>The context object</h3>

\* <p>

\* A { @link ChannelHandler} is provided with a { @link ChannelHandlerContext}  
 \* object. A { @link ChannelHandler} is supposed to interact with the  
 \* { @link ChannelPipeline} it belongs to via a context object. Using the  
 \* context object, the { @link ChannelHandler} can pass events upstream or  
 \* downstream, modify the pipeline dynamically,



or store the information

\* (using {[@link AttributeKey](#)s) which is specific to the handler.

\*

\* 

### State management

\*

\* A [ChannelHandler](#) often needs to store some stateful information.

\* The simplest and recommended approach is to use member variables:

\*

\* public interface Message {

\* // your methods here

\* }

\*

\* public class DataServerHandler extends {[SimpleChannelInboundHandler](#)} &lt; Message > {

\*

\* **private boolean loggedIn;**

\*

\* {[@code @Override](#)}

\* public void channelRead0({[ChannelHandlerContext](#)} ctx, Message message) {

\* if (message instanceof LoginMessage) {

\* authenticate((LoginMessage) message);

\* **loggedIn = true;**

\* } else (message instanceof GetDataMessage) {

\* if (**loggedIn**) {

\* ctx.writeAndFlush(fetchSecret((GetDataMessage) message));

\* } else {

\* fail();

\* }

\*

\* }

\* }

\* ...

\* }

\*

\* Because the handler instance has a state variable which is dedicated to

\* one connection, you have to create a new handler instance for each new

\* channel to avoid a race condition where an unauthenticated client can get

\* the confidential information:

\*

\* // Create a new handler instance per channel.

\* // See {[ChannelInitializer#initChannel\(Channel\)](#)}.

\* public class DataServerInitializer extends {[ChannelInitializer](#)} &lt; {[Channel](#)} > {

\* {[@code @Override](#)}

\* public void initChannel({[Channel](#)} channel) {

\* channel.pipeline().addLast("handler", **new DataServerHandler()**);

\* }

\* }

\*

\*

```

*
* <h4>Using { @link AttributeKey}s</h4>
*
* Although it's recommended to use member variables to store the state of a
* handler, for some reason you might not want to create many handler instances.
* In such a case, you can use { @link AttributeKey}s which is provided by
* { @link ChannelHandlerContext}:
* <pre>
* public interface Message {
* // your methods here
* }
*
* { @code @Sharable}
* public class DataServerHandler extends { @link SimpleChannelInboundHandler}<Message> {
* private final { @link AttributeKey}<Boolean> auth =
* { @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};
*
* { @code @Override}
* public void channelRead({ @link ChannelHandlerContext} ctx, Message message) {
* { @link Attribute}<Boolean> attr = ctx.attr(auth);
* if (message instanceof LoginMessage) {
* authenticate((LoginMessage) o);
* attr.set(true);
* } else (message instanceof GetDataMessage) {
* if (Boolean.TRUE.equals(attr.get())) {
* ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
* } else {
* fail();
* }
* }
* }
* }
* ...
* </pre>
* Now that the
state of the handler is attached to the { @link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends { @link ChannelInitializer}<Channel> {
*
* private static final DataServerHandler SHARED = new DataServerHandler();
*
* { @code @Override}
* public void initChannel({ @link Channel} channel) {
* channel.pipeline().addLast("handler", SHARED);
* }
* }
* </pre>

```

```

*
*
* <h4>The { @code @Sharable } annotation</h4>
* <p>
* In the example above which used an { @link AttributeKey },
* you might have noticed the { @code @Sharable } annotation.
* <p>
* If a { @link ChannelHandler } is annotated with the { @code @Sharable }
* annotation, it means you can create an instance of the handler just once and
* add it to one or more { @link ChannelPipeline }s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create
 a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* the JCIP annotations.
*
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the { @link ChannelHandler }, and
* { @link ChannelPipeline } to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

```

Found in path(s):

```

* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/ChannelHandler.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultMaxMessagesRecvByteBufAllocator.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultMaxBytesRecvByteBufAllocator.java

\*

/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/MaxMessagesRecvByteBufAllocator.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/ChannelPoolMap.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/FixedChannelPool.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/package-info.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/ChannelHealthChecker.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolMap.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java

\*

/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/ChannelPool.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/AbstractChannelPoolHandler.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/pool/ChannelPoolHandler.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultChannelHandlerContext.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/oio/OioByteStreamChannel.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/nio/SelectorProviderUtil.java

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Found in path(s):

```
* /opt/cola/permits/1845710023_1699909357.2160501/0/netty-transport-4-1-101-final-sources-
jar/io/netty/channel/CoalescingBufferQueue.java
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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/embedded/EmbeddedChannelId.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ReflectiveChannelFactory.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/AbstractEventLoop.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/PendingWriteQueue.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelFactory.java  
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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownException.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/PendingBytesTracker.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/internal/ChannelUtils.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-

jar/io/netty/channel/internal/package-info.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/bootstrap/FailedChannel.java  
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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelHandlerMask.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/EventLoopTaskQueueFactory.java  
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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/MessageSizeEstimator.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/group/ChannelMatcher.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ConnectTimeoutException.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/bootstrap/ChannelFactory.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelId.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/group/ChannelMatchers.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java  
\*  
/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/AddressedEnvelope.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/DefaultChannelId.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelOutboundBuffer.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/DefaultOioSocketChannelConfig.java  
\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-

jar/io/netty/channel/nio/SelectedSelectionKeySet.java

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/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/group/ChannelGroupException.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/group/ChannelGroup.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/AbstractEventLoopGroup.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java

\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/SimpleChannelInboundHandler.java

\*

/opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java

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\* /opt/cola/permits/1845710023\_1699909357.2160501/0/netty-transport-4-1-101-final-sources-jar/io/netty/channel/SimpleUserEventChannelHandler.java

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jar/io/netty/util/internal/ResourcesUtil.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4_0_0.xsd">
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 <groupId>org.jctools</groupId>
 <version>3.1.0</version>
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 <description>Java Concurrency Tools Core Library</description>
 <packaging>bundle</packaging>
```

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 <dependency>
 <groupId>org.hamcrest</groupId>
 <artifactId>hamcrest-all</artifactId>
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 </dependency>
```

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 <artifactId>guava-testlib</artifactId>
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 </instructions>
 </configuration>
 </plugin>
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 </execution>
 </executions>
 </plugin>
 </plugins>
</build>

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 </executions>
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 </additionalOptions>
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 </configuration>
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 </goals>
 </execution>
 </executions>
</plugin>
</plugins>
</build>

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 <repository>
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 </repository>
</distributionManagement>

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<inceptionYear>2013</inceptionYear>

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 <distribution>repo</distribution>
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 <connection>scm:git:https://github.com/JCTools/JCTools</connection>

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</scm>

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 <url>https://github.com/nitsanw</url>
 </developer>
 <developer>
 <url>https://github.com/mjpt777</url>
 </developer>
 <developer>
 <url>https://github.com/RichardWarburton</url>
 </developer>
 <developer>
 <url>https://github.com/kay</url>
 </developer>
 <developer>
 <url>https://github.com/franz1981</url>
 </developer>
</developers>

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 <maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
 <maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>

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 <junit.version>4.12</junit.version>
 <guava-testlib.version>21.0</guava-testlib.version>
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/META-INF/maven/org.jctools/jctools-core/pom.xml

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```

Found in path(s):

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jar/io/netty/util/internal/ThreadLocalRandom.java
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jar/io/netty/util/internal/logging/Log4J2LoggerFactory.java
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/OrderedEventExecutor.java
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/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/RejectedExecutionHandlers.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ResourceLeakTracker.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/MacAddressUtil.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/BooleanSupplier.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/DomainNameMappingBuilder.java  
\*  
/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/PromiseNotificationUtil.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ResourceLeakDetectorFactory.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/PromiseCombiner.java  
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Found in path(s):

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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/META-INF/maven/io.netty/netty-common/pom.xml
```

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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/DefaultPriorityQueue.java
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jar/io/netty/util/DomainMappingBuilder.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-

jar/io/netty/util/internal/PriorityQueueNode.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-

jar/io/netty/util/concurrent/AbstractScheduledEventExecutor.java

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jar/io/netty/util/concurrent/FastThreadLocalThread.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-

jar/io/netty/util/internal/CleanerJava6.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/MathUtil.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/CleanerJava9.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-  
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 \* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-  
 jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscChunkedAtomicArrayQueue.java  
 \* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-  
 jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscGrowableAtomicArrayQueue.java  
 \* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-  
 jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeAccess.java

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*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/SpScAtomicArrayQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/spec/ConcurrentQueueSpec.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/ConcurrentSequencedCircularArrayQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/InternalAPI.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseLinkedAtomicQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/PortableJvmInfo.java
*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SupportsIterator.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/IndexedQueueSizeUtil.java
*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/SpScArrayQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeJvmInfo.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/MpscUnboundedAtomicArrayQueue.java
*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/util/UnsafeLongArrayAccess.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueueUtil.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/atomic/BaseSpScLinkedAtomicArrayQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MessagePassingQueue.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/shaded/org/jctools/queues/MpmcUnboundedXaddArrayQueue.java

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jar/io/netty/util/concurrent/PromiseNotifier.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/FastThreadLocal.java
*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/NativeLibraryLoader.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/DomainNameMapping.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/ResourceLeakHint.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/AsciiString.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/Mapping.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/PromiseAggregator.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/InternalThreadLocalMap.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/ThreadDeathWatcher.java
*
/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/IntegerHolder.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/UnpaddedInternalThreadLocalMap.java
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jar/io/netty/util/internal/Hidden.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/ThreadExecutorMap.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/svm/PlatformDependent0Substitution.java
*
 /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/ObjectPool.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/svm/UnsafeRefArrayAccessSubstitution.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/svm/package-info.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/svm/PlatformDependentSubstitution.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/ReferenceCountUpdater.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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INF/native-image/io.netty.netty-common/native-image.properties
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jar/io/netty/util/internal/ClassInitializerUtil.java
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jar/io/netty/util/NetUtilInitializations.java
```

```
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/NetUtilSubstitutions.java
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/DomainWildcardMappingBuilder.java
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jar/io/netty/util/internal/SuppressJava6Requirement.java

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\*

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jar/io/netty/util/NetUtil.java
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/logging/Slf4JLogger.java
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jar/io/netty/util/concurrent/EventExecutorGroup.java
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/logging/JdkLoggerFactory.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/GlobalEventExecutor.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/package-info.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/internal/StringUtil.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/SucceededFuture.java
*
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jar/io/netty/util/internal/logging/Log4JLoggerFactory.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/Timer.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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jar/io/netty/util/Timeout.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
jar/io/netty/util/concurrent/BlockingOperationException.java
* /opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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/opt/cola/permits/1845711756_1699909854.0518098/0/netty-common-4-1-101-final-sources-
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/logging/CommonsLoggerFactory.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/logging/InternalLogLevel.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/FailedFuture.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/Constant.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/IllegalReferenceCountException.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/DefaultFutureListeners.java  
\*

/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/RecyclableArrayList.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/DefaultProgressivePromise.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/AppendableCharSequence.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/ReadOnlyIterator.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/NoOpTypeParameterMatcher.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/TypeParameterMatcher.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ProgressiveFuture.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/DefaultThreadFactory.java  
\*  
/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/AbstractReferenceCounted.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/logging/package-info.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ReferenceCountUtil.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ProgressivePromise.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/AbstractFuture.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/DefaultPromise.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ScheduledFuture.java  
\*  
/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/package-info.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/PendingWrite.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/Version.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ResourceLeak.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutor.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/GenericFutureListener.java  
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/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/Promise.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ResourceLeakDetector.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/CompleteFuture.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/AbstractEventExecutorGroup.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/FutureListener.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/EmptyArrays.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ImmediateEventExecutor.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/ConcurrentSet.java  
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/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/Future.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ReferenceCounted.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/Recycler.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/PromiseTask.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/PlatformDependent0.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ScheduledFutureTask.java  
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/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/concurrent/ImmediateExecutor.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/ConstantPool.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/LongObjectMap.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/ByteObjectHashMap.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/ShortCollections.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/CharObjectMap.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/IntCollections.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/ByteCollections.java

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/opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/IntObjectHashMap.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/IntObjectMap.java

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/collection/ShortObjectHashMap.java

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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/UncheckedBooleanSupplier.java  
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\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/logging/LocationAwareSlf4JLogger.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/SuppressForbidden.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/ObjectCleaner.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/EmptyPriorityQueue.java  
\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/io/netty/util/internal/PriorityQueue.java

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io.netty.util.internal.Hidden$NettyBlockHoundIntegration
```

Found in path(s):

\* /opt/cola/permits/1845711756\_1699909854.0518098/0/netty-common-4-1-101-final-sources-jar/META-INF/services/reactor.blockhound.integration.BlockHoundIntegration  
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jar/io/netty/util/internal/logging/MessageFormatter.java

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jar/io/netty/util/internal/logging/FormattingTuple.java

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